

NINTENDO fantastique





Nintendo®

Dear Nintendo Customer,

As we approach E3 2000, some 24 million U.S. owners of Nintendo 64 and Game Boy Color are thirsting for new game thrills. And, with Nintendo business year-to-date running ahead of last year's record performance, it appears the sky's the limit.

However, to some of our competitors, it appears the sky is falling.

Of course, perception depends on your perspective. If, like Nintendo, you've seen Nintendo 64 once again become the top-selling console in America — and watched our handheld Game Boy maintain its absolute category dominance — things look pretty good!

And throughout 2000 — for Nintendo at least — they're going to get even better.

In fact, those who see 2000 as the year of transition are getting ahead of themselves. To them, somehow, platforms that have yet to sell their first unit are seen as a quicker route to recovery than fully supporting the millions of systems already in use. Profit becomes secondary to potential — to the detriment of almost all.

The fact of the matter is that nearly 90% of all total industry retail dollars spent in 2000 will go toward technology that was available in 1999. However, as was the case five years ago, this reality can escape many developers, licensees, media and retailers. And once again, as an industry, we'll be left wondering why game companies abandoned their loyal players well before the players considered abandoning them.

During the next year Nintendo remains committed to bringing the best group of new titles ever produced to customers of N64 and Game Boy Color. From the child-like appeal of all things Pokémon to the proven heritage of Zelda to the mature attraction of Perfect Dark, we're fixated on the here and now.

It's a prescription that has served us well in the past and kept us in robust health. And we're more than willing to share this magic potion with all of you throughout 2000. The contents of this binder are a blueprint for record performance for Nintendo products throughout the remainder of 2000.

Yours sincerely,

Peter T. Main
Executive Vice President,
Sales & Marketing

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Nintendo®

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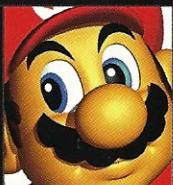
Designed and produced by: Sockeye Creative, Inc.

Al DeMaranville - Project Manager/Nintendo



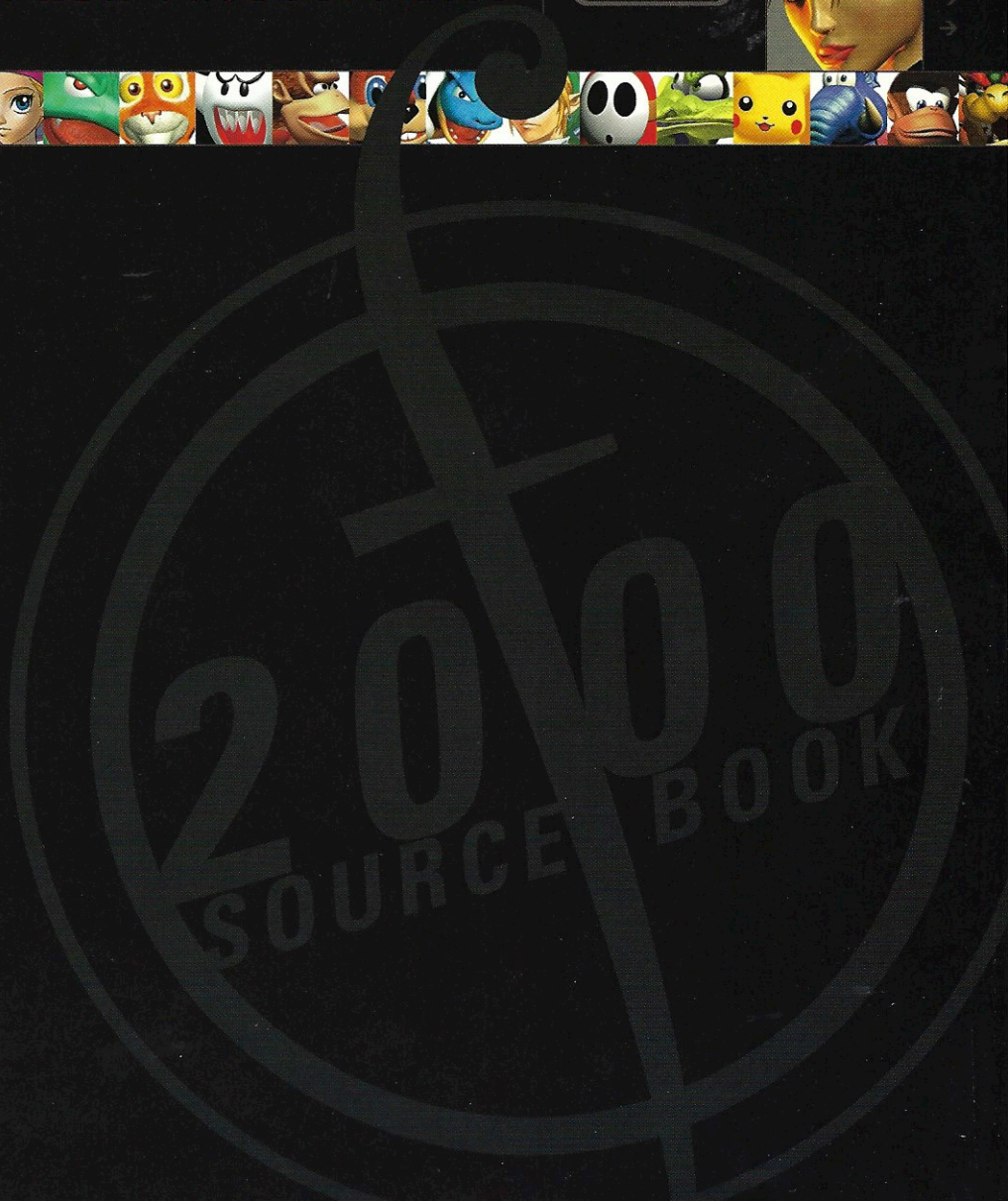
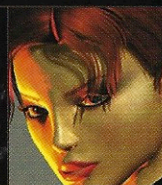
Nintendo®

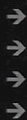




NINTENDO: NEW PRODUCTS 2000

Nintendo





HOT SOFTWARE!

PERFECT DARK
CONKER'S BAD FUR DAY
DINOSAUR PLANET
EXCITEBIKE 64
KIRBY 64: THE CRYSTAL SHARDS
MARIO TENNIS

LEGEND OF ZELDA: MAJORA'S MASK
BANJO-TOOIE
PAPER MARIO
ETERNAL DARKNESS
MICKEY'S SPEEDWAY USA
STARCRRAFT 64

PERFECT DARK™

Meet Joanna Dark, a beautiful secret agent in this hotly-anticipated follow-up to GoldenEye 007! Epic story line, intense cinematic realism, massive multi-player options with intelligent computer "Simulants"!



CONKER'S BAD FUR DAY™

Irreverent and utterly fun, this adventure from Rare truly pushes the envelope for mature-themed games! Incredible cinematic cut-scenes, engrossing story line in an unusual pop culture parody!



DINOSAUR PLANET™

Journey to a mystical 3-D world where dinosaurs rule the land! Groundbreaking game play, stunning landscapes, colorful characters from the world-famous game designers at Rare!



EXCITEBIKE 64™

Experience Extreme Motocross! Outrageous tricks! 20 Stadium tracks! Six riders with six styles! Custom track editor and intense four-player action -- make your friends eat dirt!



KIRBY 64™ The Crystal Shards

Kirby's first 3-D adventure! Copy enemy abilities, steal enemy weapons, then mix and match for dozens of attack combos! Mini-games offer hours of multi-player fun! 25 levels, 50 enemies!



MARIO TENNIS™

Join Mario and the gang as they serve up more fun-filled sports action! Mix your game up with life-saving lobbs, vicious volleys, backhanded blasts, and varying degrees and styles of spin! Unlock a dozen characters!



THE LEGEND OF ZELDA™ MAJORA'S MASK

The end is near! Trapped in a doomed world, you control Link in a tense, fast-paced, real-time race against the clock! Magical masks bestow new powers upon Link and transform him into new shapes and sizes!



BANJO-TOOIE™

This epic adventure is much more than a sequel! It packs all the classic puzzle elements plus scores of mini-games, enormous bosses, even a playable Mumbo Jumbo and a Kazooie free from Banjo's backpack!



PAPER MARIO™

Classic brick-bashing, Koopa-kicking action and intense RPG-style battles! An entire Mushroom Kingdom unfolds before your eyes! Paper-thin 2-D characters flip and flutter their way through a robust and colorful 3-D world!



ETERNAL DARKNESS™

Journey through time in this ingenious horror thriller! Battle undead creatures using an arsenal of weapons, ranging from medieval swords to modern military gadgetry! An immersive game with unrivaled atmosphere!



MICKEY'S SPEEDWAY USA™

Classic Disney characters populate this action-packed racer! Play as Mickey, Minnie, Donald, Daisy, Goofy or Pete in five different Grand Prix circuits, each with four races, in a variety of American locales!



STARCRRAFT™ 64

Arguably the best real-time strategy game ever comes to the N64! Upgrade of the #1 hit PC game with new missions and new levels! New split screen versus and cooperative modes available only for the N64!

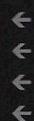


POKÉMON STADIUM

Witness the most spectacular battle scenes in Pokémon history! Awesome 3-D animation on the N64 makes all 151 Pokémon larger than life! Use the N64 Transfer Pak to upload your Pokémon from Red, Blue or Yellow Game Boy game paks!



POKÉMON



POKÉMON STADIUM
HEY YOU, PIKACHU!
POKÉMON GOLD VERSION
POKÉMON SILVER VERSION
POKÉMON PUZZLE LEAGUE
POKÉMON TRADING
CARD GAME

HEY YOU PIKACHU!

The first-ever N64 game to utilize voice-recognition technology! Speak into the microphone (included) and Pikachu will listen and respond! There's lots to do with Pikachu: go fishing, hunt for treasure, more!



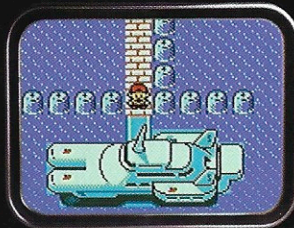
POKÉMON PUZZLE LEAGUE

Ash and Pikachu are off to the Pokémon Puzzle League Championship! Match three blocks and they disappear -- create chains and combos, even send garbage to your opponent! Do your best 2 B a Pokémon Puzzle Master!



POKÉMON GOLD & SILVER VERSIONS

New Pokémon! New areas to explore! New Poké Balls! New evolutionary stages! Now find out whether your Pokémon are male or female! Introduce two of opposite genders and you may end up with an egg!



POKÉMON TRADING CARD GAME

Featuring your favorite cards from the Wizards of the Coast game! Collect and trade, build decks and duel other collectors in the ultimate quest to defeat the Grand Masters and inherit the Legendary Pokémon Cards!



GAME BOY COLOR



PERFECT DARK
DONKEY KONG COUNTRY
WARIO LAND 3
LITTLE MERMAID II
WARLOCKED
CRYSTALIS

PORTABLE FUN!



PERFECT DARK

Furious shooting action, new puzzles and mini-games in seven new missions designed exclusively for the Game Boy Color! Rare's portable version of this sprawling adventure follows Joanna in her final stages of her training!



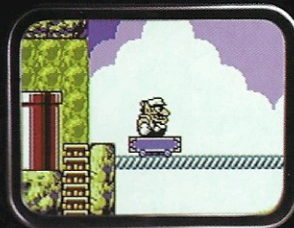
DONKEY KONG COUNTRY

The SNES game that defined the 2-D platform game era -- now on the Game Boy Color! The Super NES classic features ALL of the original levels plus awesome new features! Another Rare classic!



WARIO LAND 3

Journey through 25 cavernously huge levels in search of the 100 treasures and countless coins! Become Flat Wario, Fat Wario, Puffy Wario, Zombie Wario or even Vampire Wario!



Disney's THE LITTLE MERMAID II PINBALL FRENZY

It's pinball under the sea! Rack up points as you send your pinball zipping around Little Mermaid-themed tables! Also 16 mini-games based on the movies, plus video segments to watch again and again!



WARLOCKED

Play as Humans (the good guys) or Beasts (the bad guys) in this portable fantasy strategy game! Mine gold, chop trees, construct buildings, search for secret maps -- even raise baby dragons to help you fight!



Crystalis

The time has come for you to fulfill your destiny... Relive the NES legend in this updated version, exclusively for the Game Boy Color! Seek out the four swords of wind, fire, water and thunder to form the super-weapon, Crystalis!



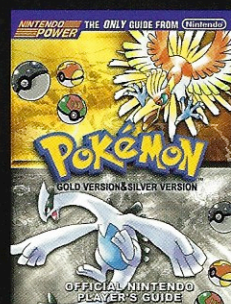
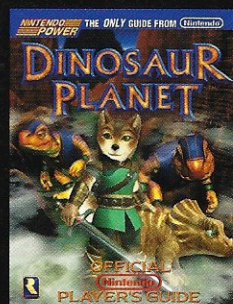
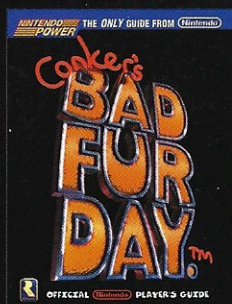
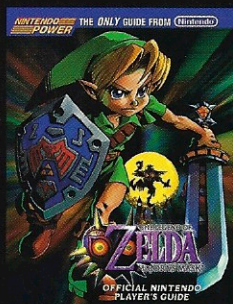


HARDWARE AND ACCESSORIES

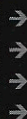
PLAYER'S GUIDES
POCKET PIKACHU 2 GS
N64 FUNTASTIC CONTROLLERS
N64 FUNTASTIC HARDWARE
GAME BOY COLOR HARDWARE

N64 TRANSFER PAK
N64 EXPANSION PAK
N64 RUMBLE PAK
N64 CONTROLLER PAK

OFFICIAL NINTENDO POWER PLAYER'S GUIDES



POCKET PIKACHU 2 GS



N64 FUNTASTIC CONTROLLERS



OFFICIAL N64 ACCESSORIES



N64 Transfer Pak



N64 Expansion Pak



N64 Rumble Pak



N64 FUNTASTIC HARDWARE



GAME BOY COLOR HARDWARE



Banjo Toobie™ - © 2000 Nintendo/Rare. Game by Rare. Conker's Bad Fur Day™ - TM and © 2000 Rare. Crystals™ - Licensed by SNK Corporation of America. © 1988 SNK Corporation of America. All rights reserved. © 2000 SNK/Nintendo. Converted by Nintendo Software Technology Corp. Character(s) used in Game © 2000 Nintendo. Dinosaur Planet™ - TM and © 2000 Rare. Donkey Kong Country™ - © 1994, 2000 Nintendo. Game by Rare. Eternal Darkness™ - © 2000 Nintendo. Excitebike® 64 - © 2000 Nintendo. Hey You, Pikachu!™ - © 1998 Ambrella (Marigul) © 1995-2000 Nintendo/Creatures inc./GAME FREAK inc. Kirby 64™ - The Crystal Shards - © 2000 Hal Laboratory, Inc./Nintendo. Mario Tennis™ - © 2000 Nintendo/CAMELOT. Mickey's Speedway USA - © Disney. All rights reserved. Licensed to Nintendo. Nintendo Player's Guides - © 2000 Nintendo. Paper Mario™ - © 2000 Nintendo. Game by INTELLIGENT SYSTEMS. Perfect Dark™ (N64 and GGB)™ & © 2000 Rare. Pokémon™ Puzzle League - Under development. Pokémon™ (gold/silver version) - © 1995-2000 Nintendo/Creatures inc./GAME FREAK inc. Pokémon Pikachu™ 2 GS - © 1995-2000 Nintendo/Creatures inc./GAME FREAK inc./JUPITER. Pokémon Stadium™ - © 1995-2000 Nintendo/Creatures inc./GAME FREAK inc. Pokémon™ Trading Card Game - © 1998 Nintendo/Creatures inc./GAME FREAK inc. Starcraft 64™ - © 2000 Nintendo/Blizzard Entertainment. The Little Mermaid II: Pinball Frenzy - © Disney. All rights reserved. Unauthorized duplication is a violation of applicable laws. Licensed to Nintendo. Wario Land 3™. © 2000 Nintendo. Warlock™. © 2000 Nintendo. Zelda™. Majora's Mask™. © 2000 Nintendo. TM and ® are trademarks of Nintendo of America Inc. Rareware logo is a trademark of Rare. © 2000 Nintendo of America Inc. Big Al D. sez stop reading the fine print and go enjoy the sunshine!



SOFTWARE INDEX



Nintendo®

GAME BOY SOFTWARE

		Availability	Publisher	Compatibility	Game Link Cable	Super Game Boy Enhanced	Infrared Compatibility	Transfer Pak	Rumble Pak Feature
→	10 Pin Bowling	NOW	Majesco	Dual					
	1942	NOW	Capcom	Dedicated					
→	Air Attack	COMING	3DO	Dedicated	GLC				
	Airforce Delta	COMING	Konami	Dedicated		SGB			
	Alice in Wonderland	COMING	Nintendo	Dedicated	GLC				
	Aliens: Thanatos Encounter	COMING	THQ	Dedicated					
	All Star Baseball 2001	NOW	Acclaim	Dedicated					
	AMF Bowling	COMING	Vatical	Dual					
	Animorphs	COMING	Ubi Soft	Dedicated			IC		
	Antz	NOW	Infogrames	Dual					
	Armada F/X Racers	COMING	Metro 3D	Dedicated					
	Armorines: Project S.W.A.R.M.	NOW	Acclaim	Dedicated					
	Army Men	NOW	3DO	Dedicated					
	Army Men II	COMING	3DO	Dedicated	GLC				
	Asteroids	NOW	Activision	Dual					
	Austin Powers: Oh Behave	COMING	Take2 Interactive/ Rockstar Games	Dedicated					
	Austin Powers: Welcome to My Underground Lair	COMING	Take2 Interactive/ Rockstar Games	Dedicated					
	Azure Dreams	NOW	Konami	Dual		SGB			
	Ballistic	NOW	Infogrames	Dual	GLC				
	Barbie Fashion Pack Games	COMING	Mattel	Dual					
	Barbie Magic Genie	COMING	Mattel	Dedicated					
	Barbie Ocean Discovery	NOW	Mattel	Dual					
	Barbie Pet Rescue	COMING	Mattel	Dedicated					
	Bass Masters Classic	NOW	THQ	Dual					
	Batman	COMING	Ubi Soft	Dedicated			IC		
	Batman Beyond "Return of the Joker"	NOW	Kemco	Dedicated					
	Battleship	NOW	Majesco	Dual	GLC				
	BattleTanx	NOW	3DO	Dedicated					
	BattleTanx II	COMING	3DO	Dedicated	GLC				
	Beauty and the Beast: Board Game Adventure	NOW	Nintendo	Dual		SGB			
	Billy Bob's Huntin'-n-Fishin'	NOW	Midway	Dedicated					
	Bionic Commando: Elite Forces	NOW	Nintendo	Dedicated					
	Black Bass Lure Fishing	NOW	Majesco	Dual					
	Blaster Master: Enemy Below	NOW	Sunsoft	Dual		SGB			
	BoarderZone	NOW	Infogrames	Dedicated					
	Bomberman Max: Blue	COMING	Vatical	Dedicated	GLC				
	Bomberman Max: Red	COMING	Vatical	Dedicated	GLC				
	Buffy the Vampire Slayer	COMING	THQ	Dedicated					
	Bugs Bunny Crazy Castle 4	NOW	Kemco	Dedicated					
	Buzz Lightyear of Star Command	COMING	Activision	Dedicated					
	Caesar's Palace II	NOW	Interplay	Dedicated					
	Carmageddon	NOW	Titus	Dedicated					
	Casper	COMING	Interplay	Dedicated	GLC				
	Catwoman	NOW	Vatical	Dedicated					
	Catz	NOW	Mattel	Dedicated			IC		
	Centipede	NOW	Majesco	Dual	GLC				
	Championship Motorcross 2 Featuring Ricky Carmichael	COMING	THQ	Dedicated					
	Chase HQ: Secret Police	NOW	Metro 3D	Dual	GLC	SGB			
	ChessMaster	NOW	Mattel	Dual	GLC				
	Classic Bubble Bobble	NOW	Metro 3D	Dual		SGB			
	Conker's Pocket Tales	NOW	Nintendo	Dual		SGB			
	Croc	COMING	THQ	Dedicated					
	Croc 2	COMING	THQ	Dedicated					
	Cruis'n Exotica	COMING	Midway	Dedicated					
	Crusaders of Might and Magic	COMING	3DO	Dedicated					
	Crystalis	COMING	Nintendo	Dedicated					
	CyberTiger	COMING	Electronic Arts	Dedicated	GLC				
	Daffy Duck - Fowl Play	NOW	Sunsoft	Dual					
	Daikatana	NOW	Kemco	Dedicated					
	Dave Mirra Freestyle BMX	COMING	Acclaim	Dedicated					
	Deer Hunter	NOW	Vatical	Dedicated					
	Deja Vu 1 & 2	NOW	Vatical	Dedicated					
	Dexter's Lab/Rainbow Island	COMING	Bay Area Multimedia	Dedicated					
	Dinosaur	COMING	Ubi Soft	Dedicated					
	Disney's Aladdin	COMING	Ubi Soft	Dedicated					
	Dogz	NOW	Mattel	Dedicated			IC		
	Donald Duck's Quack Attack	COMING	Ubi Soft	Dedicated					
	Donkey Kong Country	COMING	Nintendo	Dedicated	GLC				
	Doug	COMING	NewKidCo	Dedicated					
	Dragon Dance	COMING	Crave	Dual	GLC				
	Dragon Tales	COMING	NewKidCo	Dual					
	Dragon Warrior Monsters	NOW	Eidos	Dual	GLC				

	Availability	Publisher	Compatibility	Game Link Cable	Super Game Boy Enhanced	Infrared Compatibility	Transfer Pak	Rumble Pak Feature
Driver	NOW	GT Interactive	Dedicated					
Dukes of Hazzard	COMING	Southpeak Interactive	Dedicated					
Earthworm Jim	NOW	Crave	Dual					
ECW Hardcore Revolution	NOW	Acclaim	Dedicated					
Elmo's Adventures in Grouchland	NOW	NewKidCo	Dual					
ESPN NBA 2Night	COMING	Konami	Dedicated		SGB			
Evel Knievel	NOW	Take2 Interactive/ Rockstar Games	Dual					
F1 Championship	COMING	Ubi Soft	Dedicated					
F-18 Thunder Strike	NOW	Majesco	Dedicated					
Family Game Pak	COMING	3DO	Dedicated	GLC				
FIFA 2000	NOW	Electronic Arts	Dual		SGB			
FIFA 2001	COMING	Electronic Arts	Dedicated	GLC				
Flintstones Starring in Burgertime in Bedrock, The	COMING	Classified Games	Dedicated	GLC				
Force 21	COMING	Red Storm	Dedicated					
Frogger	NOW	Majesco	Dual					
Frogger 2	COMING	Majesco	Dedicated					
Galaga	COMING	Majesco	Dedicated					
Galaxian	COMING	Majesco	Dedicated					
Game and Watch Gallery 2	NOW	Nintendo	Dual		SGB			
Game and Watch Gallery 3	NOW	Nintendo	Dual	GLC				
Gauntlet Legends	COMING	Midway	Dedicated					
Gex: Enter the Gecko	NOW	Crave	Dual					
Gex 3 "Pocket Gecko"	NOW	Eidos	Dual					
Ghosts N' Goblins	NOW	Capcom	Dual					
Godzilla	NOW	Crave	Dual					
Grand Theft Auto	NOW	Take2 Interactive/ Rockstar Games	Dual					
Grinch, The	COMING	Konami	Dedicated		SGB			
Harvest Moon	NOW	Natsume	Dual	GLC	SGB			
Harvest Moon 2	COMING	Natsume	Dual	GLC	SGB			
Hello Kitty: Cube Frenzy	NOW	NewKidCo	Dual					
Hercules: The Legendary Journeys	COMING	Interplay	Dedicated	GLC				
Heroes of Might and Magic	NOW	3DO	Dedicated					
Hole in One Golf	NOW	Natsume	Dual	GLC	SGB			R
Hot Wheels Stunt Track Driver	NOW	Mattel	Dual	GLC				
Inspector Gadget	COMING	Ubi Soft	Dedicated					
International Rally	NOW	Konami	Dedicated		SGB			
International Track & Field	NOW	Konami	Dedicated		SGB			
Jeremy McGrath Supercross 2000	NOW	Acclaim	Dedicated					
Jim Henson's Muppets	NOW	Take2 Interactive/ Rockstar Games	Dedicated					
Jungle Book	COMING	Ubi Soft	Dedicated					
Ken Griffey Jr.'s Slugfest	NOW	Nintendo	Dedicated					
Knockout Kings	NOW	Electronic Arts	Dedicated	GLC				
Legend of the River King	NOW	Natsume	Dual		SGB			
Legend of the River King 2	COMING	Natsume	Dual	GLC	SGB			R
Legend of Zelda: Link's Awakening DX	NOW	Nintendo	Dual		SGB			
Lil' Monster	COMING	Agetec	Dual	GLC				
Lion King 2	COMING	Activision	Dedicated					
Little Mermaid	COMING	Nintendo	Dedicated					R
Looney Tunes	NOW	Sunsoft	Dual					
Looney Tunes Collector: Alert!	NOW	Infogrames	Dedicated					
Looney Tunes Collector: Attack!	COMING	Infogrames	Dedicated	GLC				
Lufia: The Beginning of a Legend	COMING	Natsume	Dedicated					
M & M Minis Madness	COMING	Majesco	Dedicated					
Madden NFL 2000	NOW	Electronic Arts	Dual		SGB			
Magical Drop	COMING	Classified Games	Dedicated	GLC				
Magical Tetris Challenge	NOW	Capcom	Dedicated					
Marble Madness	NOW	Midway	Dedicated					
Mario Golf	NOW	Nintendo	Dedicated	GLC			Trans.	
Mask of Zorro	NOW	Sunsoft	Dedicated					
Mat Hoffman BMX Pro Racer	COMING	Activision	Dedicated					
Matchbox Caterpillar Construction Zone	NOW	Mattel	Dual					
Matchbox Caterpillar Construction Zone 2: Gold Mining	COMING	Mattel	Dedicated					
Matchbox Emergency Control	COMING	Mattel	Dedicated					
Matchbox Mission Bravo	COMING	Mattel	Dedicated	GLC				
Max Steel	COMING	Mattel	Dedicated					
Mega Man X	COMING	Capcom	Dual					
Men In Black: The Series	NOW	Crave	Dual					
Men In Black 2: The Series	COMING	Crave	Dedicated					
Metal Gear Solid	NOW	Konami	Dedicated					
Mickey's Racing Adventure	NOW	Nintendo	Dedicated			IC		
Micro Machines 1 and 2: Twin Turbo	NOW	THQ	Dedicated					

		Availability	Publisher	Compatibility	Game Link Cable	Super Game Boy Enhanced	Infrared Compatibility	Transfer Pak	Rumble Pak Feature
	Micro Machines V3	COMING	THQ	Dedicated					
	Microsoft 6 in 1 Puzzle Collection	COMING	Classified Games	Dedicated					
	Microsoft Entertainment Pack	COMING	Classified Games	Dedicated					
	Microsoft Pinball	COMING	Classified Games	Dedicated					
	Millennium Winter Sports	NOW	Konami	Dedicated		SGB			
	Missile Command	NOW	Majesco	Dedicated					R
	Monopoly	NOW	Majesco	Dual					
	Monster Rancher Battle Card	COMING	Tecmo	Dual	GLC	SGB			
	Moomin's Tale	COMING	Sunsoft	Dedicated					
	Mr. Driller	COMING	Namco	Dedicated					
	Mr. Nutz	NOW	Infogrames	Dedicated					
	Ms. Pac-Man: Special Color Edition	NOW	Namco	Dedicated					
	MTV Sports: BMX	COMING	THQ	Dedicated					
	MTV Sports: Skateboarding	COMING	THQ	Dedicated					
	Mummy, The	COMING	Konami	Dedicated		SGB			
	NASCAR 2000	COMING	Electronic Arts	Dedicated	GLC				
	NASCAR Challenge	NOW	Majesco	Dedicated					
	NASCAR Heat	COMING	Majesco	Dedicated					
	NASCAR Racers	COMING	Majesco	Dedicated					
	NBA In the Zone 2000	NOW	Konami	Dedicated		SGB			
	NBA JAM 2001	COMING	Acclaim	Dedicated					
	NBA Live 2000	COMING	Electronic Arts	Dual					
	NBA Showtime	NOW	Midway	Dedicated					
	NBA Showtime 2001	COMING	Midway	Dedicated					
	NBA 3 on 3 Featuring Kobe Bryant	NOW	Nintendo	Dual	GLC	SGB			
	New Adventures of Mary-Kate & Ashley, The	NOW	Acclaim	Dual					
	New Adventures of Mary-Kate & Ashley: Get a Clue!, The	COMING	Acclaim	Dual					
	NFL Blitz 2000	NOW	Midway	Dedicated					
	NFL Blitz 2001	COMING	Midway	Dedicated					
	NHL 2000	NOW	Electronic Arts	Dual		SGB			
	NHL Blades of Steel 2000	NOW	Konami	Dedicated		SGB			
	Nicktoons Racing	COMING	Majesco	Dedicated					
	Pac-Man: Special Color Edition	NOW	Namco	Dedicated					
	Paperboy	NOW	Midway	Dedicated					
	Perfect Dark	COMING	Nintendo	Dedicated	GLC		IC	Trans.	R
	Pocket GT Racer	COMING	Interplay	Dedicated	GLC				
	Pocket Soccer	COMING	Nintendo	Dedicated	GLC		IC		
	Pokémon Puzzle League	COMING	Nintendo	Dual					
	Pokémon Blue	NOW	Nintendo	Dual	GLC	SGB		Trans.	
	Pokémon Gold	COMING	Nintendo	Dual	GLC		IC		
	Pokémon Pinball	NOW	Nintendo	Dual		SGB	IC		R
	Pokémon Red	NOW	Nintendo	Dual	GLC	SGB		Trans.	
	Pokémon Trading Card	NOW	Nintendo	Dual	GLC	SGB	IC		
	Pokémon Silver	COMING	Nintendo	Dual	GLC		IC		
	Pokémon Yellow	NOW	Nintendo	Dual	GLC	SGB			
	Polaris SnoCross	NOW	Vatical	Dedicated	GLC				R
	Pong: The Next Level	NOW	Majesco	Dedicated					
	Porky Pig	COMING	Sunsoft	Dual					
	Power Rangers Lightspeed Rescue	COMING	THQ	Dedicated					
	Power Spike Pro Beach Volleyball	COMING	Infogrames	Dedicated					
	Powerpuff Girls: Bad Mojo	COMING	Bay Area Multimedia	Dedicated	GLC		IC		
	Powerpuff Girls: Paint the Townsville Green	COMING	Bay Area Multimedia	Dedicated	GLC		IC		
	Prince of Persia	NOW	Mattel	Dual					
	Pro Darts	NOW	Vatical	Dedicated					
	Puchi Carat	COMING	Natsume	Dedicated	GLC				
	Puzzle Master	NOW	Metro 3D	Dual					
	Q-Bert	COMING	Majesco	Dedicated					
	Qix Adventure	COMING	Natsume	Dedicated					
	Quest for Camelot	NOW	Nintendo	Dual		SGB			
	Quest RPG - Brian's Journey	NOW	Sunsoft	Dual					
	Rainbow Six	NOW	Red Storm	Dedicated					
	Rampart	NOW	Midway	Dedicated	GLC				
	Rayman	NOW	Ubi Soft	Dedicated			IC		
	Ready 2 Rumble	NOW	Midway	Dedicated					R
	Ready 2 Rumble 2	COMING	Midway	Dedicated					
	Return of the Ninja	COMING	Natsume	Dedicated					
	Revelations: The Demon Slayer	NOW	Atlus Software	Dual					
	Road to El Dorado, The	COMING	Ubi Soft	Dedicated			IC		
	Road Rash	COMING	Electronic Arts	Dedicated	GLC				
	Roadsters	NOW	Titus	Dual					
	Ronaldo V-Soccer	COMING	Infogrames	Dual					
	Roswell	COMING	Red Storm	Dedicated					
	Rugrats In Paris: The Movie	COMING	THQ	Dedicated					
	Rugrats Time Travelers	NOW	THQ	Dual					
	Rugrats: Totally Angelica	NOW	THQ	Dedicated			IC		
	Rune Lords	COMING	Kemco	Dedicated					

		Availability	Publisher	Compatibility	Game Link Cable	Super Game Boy Enhanced	Infrared Compatibility	Transfer Pak	Rumble Pak Feature
	R-Type DX	NOW	Nintendo	Dual					
	Saffire: Lost Treasures of the Acropolis	COMING	Classified Games	Dedicated			IC		
	San Francisco Rush 2049	COMING	Midway	Dedicated					
	Sarge's Heroes (working title)	COMING	3DO	Dedicated					
	Scooby Doo	COMING	THQ	Dedicated					
	SeaDoo HydroCross	COMING	Vatical	Dedicated	GLC				
	Sesame Street Sports	COMING	NewKidCo	Dual					
	Sgt. Rock Frontline	COMING	Bay Area Multimedia	Dedicated					
	Shamus	NOW	Vatical	Dual					
	Simpsons, The	COMING	THQ	Dedicated					
	Softball Slam	COMING	3DO	Dedicated	GLC				
	Space Ghost / Elevator Action	COMING	Bay Area Multimedia	Dedicated					
	Space Ghost / Pop-n-Pop	COMING	Bay Area Multimedia	Dedicated					
	Space Invaders	NOW	Activision	Dual					
	Space Marauder	COMING	Agetec	Dedicated					
	Spawn	NOW	Konami	Dedicated		SGB			
	Speedy Gonzales - Aztec Adventure	NOW	Sunsoft	Dual					
	Spider-Man	COMING	Activision	Dedicated					
	Spy vs. Spy	NOW	Vatical	Dedicated	GLC				
	Star Wars Episode One: Racer	NOW	Nintendo	Dedicated	GLC				
	Street Fighter Alpha	NOW	Capcom	Dedicated					
	Super Breakout	NOW	Majesco	Dual					
	Super Mario Bros. Deluxe	NOW	Nintendo	Dedicated	GLC		IC		
	Super Mario Land 2 - 6 Golden Coins	NOW	Nintendo	Dual					
	Survival Kids	NOW	Konami	Dual		SGB			
	Tarzan	NOW	Activision	Dedicated					
	Tasmanian Devil - Munching Madness	NOW	Sunsoft	Dual					
	Territory	COMING	Kemco	Dedicated	GLC				
	Test Drive Cycles	COMING	Infogrames	Dedicated	GLC				
	Test Drive Le Mans	COMING	Infogrames	Dedicated					
	Tetris DX	NOW	Nintendo	Dual	GLC				
	Tiger Woods PGA Tour 2000	NOW	Electronic Arts	Dual					
	Titus the Fox	COMING	Titus	Dual	GLC				
	TOCA Touring Car Championship	COMING	Southpeak Interactive	Dedicated					
	Tom & Jerry	COMING	NewKidCo	Dedicated					
	Tom & Jerry	NOW	Majesco	Dual					
	Tomb Raider	NOW	Eidos	Dual					
	Tonka Raceway	NOW	Majesco	Dedicated					R
	Tony Hawk's Pro Skater	NOW	Activision	Dedicated					
	Tony Hawk's Pro Skater 2	COMING	Activision	Dedicated					
	Toobin'	NOW	Midway	Dedicated					
	Toonsylvania	COMING	Ubi Soft	Dedicated					
	Top Gear Pocket 2	NOW	Vatical	Dedicated	GLC				
	Towers: Lord Baniff's Revenge	COMING	Vatical	Dedicated					
	Toy Story 2	NOW	THQ	Dual		SGB			
	Trick Boarder	COMING	Natsume	Dedicated	GLC		IC		
	Triple Play 2001	NOW	THQ	Dedicated					
	Tyrannosaurus Tex	NOW	Eidos	Dual					
	Turok 3: Shadow of Oblivion	COMING	Acclaim	Dedicated					
	Turok: Rage Wars	NOW	Acclaim	Dedicated					
	Tweety's High Flying Adventure	COMING	Kemco	Dedicated	GLC				
	Ultimate Paintball	NOW	Majesco	Dedicated					
	Uno	NOW	Mattel	Dual	GLC				
	Vegas Games	NOW	3DO	Dedicated					
	Vegas Games II	COMING	3DO	Dedicated					
	Vigilante 8	NOW	Vatical	Dedicated	GLC				R
	V.I.P.	COMING	Ubi Soft	Dedicated			IC		
	VR Powerboat	COMING	Vatical	Dual	GLC				
	Wacky Races	COMING	Infogrames	Dedicated					
	Walt Disney World Racing	NOW	Eidos	Dual					
	Wario Land 2	NOW	Nintendo	Dual		SGB			
	Wario Land 3	COMING	Nintendo	Dedicated					
	Warlocked	COMING	Nintendo	Dedicated	GLC		IC		
	WCW Mayhem	NOW	Electronic Arts	Dedicated	GLC				
	Wild Thornberry's Rambler	COMING	Mattel	Dedicated	GLC				
	Winnie the Pooh	NOW	NewKidCo	Dedicated					
	Woody Woodpecker Racing	COMING	Konami	Dedicated		SGB			
	WWF Armageddon	COMING	THQ	Dedicated				TP	
	WWF WrestleMania 2000	NOW	THQ	Dual	GLC				
	X-Men Academy	COMING	Activision	Dedicated					
	X-Men Mutant Wars	COMING	Activision	Dedicated					
	Xena: Warrior Princess	COMING	Interplay	Dedicated	GLC				
	Xtreme Sports	COMING	Infogrames	Dedicated					
	Yar's Revenge	NOW	Vatical	Dual					
	Yoda Stories	NOW	THQ	Dual					
	Zebco Fishing	NOW	Vatical	Dedicated					R

*As many games are still in development, information subject to change.

N64 SOFTWARE

		Availability	Publisher	Expansion Pak	Controller Pak	Rumble Pak	Transfer Pak
→	1080° Snowboarding	NOW	Nintendo			R	
	40 Winks	COMING	GTI	E	C	R	
→	Aidyn Chronicles	COMING	THQ	E	C		
	All Star Baseball 2001	NOW	Acclaim	E	C	R	
	Arcade Flashback Vol. 1	COMING	Midway				
	Armorines: Project S.W.A.R.M.	NOW	Acclaim	E	C	R	
	Army Men: Air Combat	COMING	3DO	E	C	R	
	Army Men: Sarge's Heroes	NOW	3DO	E	C	R	
	Army Men: Sarge's Heroes 2	COMING	3DO		C	R	
	Banjo-Kazooie	NOW	Nintendo			R	
	Banjo-Tooie	COMING	Nintendo				
	Bassmasters 2000	NOW	THQ	E	C	R	
	Batman Beyond: Return of the Joker	NOW	Kemco		C		
	BattleTnx: Global Assault	NOW	3DO		C	R	
	Battlezone	NOW	Crave	E	C	R	
	Beast Wars: Transmetals	COMING	Bay Area Multimedia			R	
	Big Mountain 2000	COMING	SouthPeak Interactive		C	R	
	Blues Brothers 2000	COMING	Titus				
	Bomberman Hero	NOW	Nintendo			R	
	Bomberman 64: The Second Attack	COMING	Vatical		C	R	
	Bomberman 64	NOW	Nintendo		C		
	Brunswick Circuit Pro Bowling	NOW	THQ	E	C	R	
	Carmageddon 64	COMING	Titus		C		
	Castlevania: Legacy of Darkness	NOW	Konami	E	C	R	
	Chameleon Twist	NOW	Sunsoft			R	
	Chameleon Twist 2	NOW	Sunsoft		C	R	
	Command and Conquer	NOW	Nintendo	E		R	
	Conker's Bad Fur Day	COMING	Nintendo			R	
	Cruis'n Exotica	COMING	Midway				
	Cruis'n USA	NOW	Nintendo		C		
	Cruis'n World	NOW	Nintendo			R	
	CyberTiger	NOW	Electronic Arts	E	C	R	
	Daikatana	NOW	Kemco	E	C	R	
	Destruction Derby 64	NOW	THQ			R	
	Diddy Kong Racing	NOW	Nintendo		C	R	
	Dinosaur Planet	COMING	Nintendo	Required			
	Disney's: A Bug's Life	NOW	Activision		C	R	
	Donald Duck's Quack Attack	COMING	Ubi Soft	E			
	Donkey Kong 64	NOW	Nintendo	Required		R	
	EA SPORTS Supercross 2000	COMING	Electronic Arts	E	C	R	
	Earthworm Jim 3D	NOW	Take2 Interactive/ Rockstar Games				
	ECW Hardcore Revolution	NOW	Acclaim		C	R	
	Eternal Darkness	COMING	Nintendo				
	Excitebike 64	NOW	Nintendo	E	C	R	
	F-Zero X	NOW	Nintendo			R	
	F1 Championship	COMING	Ubi Soft		C	R	
	F1 World Grand Prix	NOW	Nintendo			R	
	Fighter's Destiny II	COMING	SouthPeak Interactive		C	R	
	Gauntlet Legends	NOW	Midway	E	C	R	
	Goemon's Great Adventure	NOW	Konami		C	R	
	GoldenEye 007	NOW	Nintendo			R	
	Harvest Moon 64	NOW	Natsume				
	Hercules: The Legendary Journeys	COMING	Titus				
	Hey You, Pikachu! (VRS)	COMING	Nintendo				
	Hot Wheels Turbo Racing	NOW	Electronic Arts		C	R	
	Hybrid Heaven	NOW	Konami	E	C	R	
	Hydro Thunder	NOW	Midway	E	C	R	
	Indy Racing 2000	NOW	GT Interactive	E			
	International Superstar Soccer 2000	COMING	Konami		C	R	
	International Track & Field 2000	NOW	Konami	E	C	R	
	Jeremy McGrath Supercross 2000	NOW	Acclaim	E	C	R	
	Jet Force Gemini	NOW	Nintendo			R	
	Ken Griffey Jr.'s Slugfest	NOW	Nintendo	E		R	
	Kirby 64: The Crystal Shards	COMING	Nintendo			R	
	Knockout Kings 2000	NOW	Electronic Arts		C	R	
	Kobe Bryant in NBA Courtside	NOW	Nintendo		C	R	
	Legend of Zelda: Majora's Mask	COMING	Nintendo	Required		R	
	Legend of Zelda: Ocarina of Time	NOW	Nintendo			R	
	Looney Tunes: Duck Dodgers Starring Daffy Duck	NOW	Infogrames		C	R	
	Looney Tunes: Taz Express	COMING	Infogrames			R	
	Madden NFL 2000	NOW	Electronic Arts	E	C	R	
	Madden NFL 2001	COMING	Electronic Arts	E	C	R	
	Major League Baseball Featuring Ken Griffey Jr.	NOW	Nintendo		C	R	
	Mario Golf	NOW	Nintendo			R	T
	Mario Kart 64	NOW	Nintendo		C		
	Mario Party 2	NOW	Nintendo			R	
	Mario Tennis	COMING	Nintendo				
	Mega Man 64	COMING		E			

	Availability	Publisher	Expansion Pak	Controller Pak	Rumble Pak	Transfer Pak
Mia Hamm Soccer 64	COMING	SouthPeak Interactive		C		
Mickey's Speedway USA	COMING	Nintendo				
Monster Truck Madness	NOW	Take2 Interactive/ Rockstar Games			R	
Ms. Pac-Man: Maze Madness	COMING	Namco		C	R	
NASCAR 2000	NOW	Electronic Arts		C	R	
NBA Courtside 2 Featuring Kobe Bryant	NOW	Nintendo			R	
NBA In the Zone 2000	NOW	Konami		C	R	
NBA JAM 2000	NOW	Acclaim		C	R	
NBA Live 2000	NOW	Electronic Arts		C	R	
NBA Showtime	NOW	Midway		C	R	
New Tetris, The	NOW	Nintendo		C		
NFL Blitz 2000	NOW	Midway		C	R	
NFL Blitz 2001	COMING	Midway		C	R	
NFL Quarterback Club 2000	NOW	Acclaim	E	C	R	
NFL Quarterback Club 2001	COMING	Acclaim	E	C	R	
Nuclear Strike 64	NOW	THQ	E	C	R	
Ogre Battle 64	COMING	Atlus				
Paperboy	NOW	Midway		C	R	
Paper Mario Story (Mario RPG)	COMING	Nintendo				
Perfect Dark	COMING	Nintendo	E	C	R	T
PGA European Tour	NOW	Infogrames		C		
Pokémon Attack	COMING	Nintendo				
Pokémon Snap	NOW	Nintendo				
Pokémon Stadium	NOW	Nintendo			R	T
Polaris SnoCross	COMING	Vatical				
Power Rangers Lightspeed Rescue	COMING	THQ		C	R	
Quake 2	NOW	Activision	E	C	R	
Rainbow Six	NOW	Red Storm	E	C	R	
Rally Challenge 2000	COMING	SouthPeak Interactive		C	R	
Rayman 2	NOW	Ubi Soft	E	C		
Ready 2 Rumble	NOW	Midway		C	R	
Ready 2 Rumble 2	COMING	Midway		C	R	
Resident Evil 2	NOW	Capcom	E		R	
Resident Evil Zero	COMING	Capcom	E			
Ridge Racer 64	NOW	Nintendo			R	
Road Rash 64	NOW	THQ	E	C	R	
Roadsters	NOW	Titus	E			
Rocket: Robot on Wheels	NOW	Ubi Soft			R	
Roswell	COMING	Red Storm	E	C	R	
Rugrats In Paris: The Movie	COMING	THQ		C	R	
San Francisco Rush 2049	COMING	Midway	E	C	R	
Scooby Doo	COMING	THQ		C	R	
SeaDoo HydroCross	COMING	Vatical				
Sesame Street: Elmo's Letter Adventure	NOW	NewKidCo				
Sesame Street: Elmo's Number Journey	NOW	NewKidCo				
Shadowgate 64	NOW	Kemco		C		
Shadow Man	NOW	Acclaim	E	C	R	
Snowboard Kids 2	NOW	Atlus			R	
South Park Rally	NOW	Acclaim	E	C	R	
South Park: Chef's Luv Shack	NOW	Acclaim				
Space Invaders	NOW	Activision		C	R	
Spider-Man	COMING	Activision				
Starcraft 64	COMING	Nintendo	E			
Star Fox 64	NOW	Nintendo			R	
Star Wars Episode I: Racer	NOW	Nintendo	E		R	
Star Wars: Rogue Squadron	NOW	Nintendo	E		R	
Super Bowling	COMING	UFO Interactive		C	R	
Super Mario 64	NOW	Nintendo				
Super Smash Bros.	NOW	Nintendo			R	
Superman	NOW	Titus		C	R	
Tom & Jerry	COMING	NewKidCo				
Tony Hawk's Pro Skater	NOW	Activision	E	C	R	
Tony Hawk's Pro Skater 2	COMING	Activision				
Toy Story 2	NOW	Activision		C	R	
Turok 3: Shadow of Oblivion	COMING	Acclaim	E	C	R	
Turok: Rage Wars	NOW	Acclaim	E	C	R	
Vigilante 8: Second Offense	NOW	Activision	E	C	R	
VR Powerboat	COMING	Vatical				
Waialae Country Club: True Golf Classic	NOW	Nintendo			R	
WCW 2000	COMING	Electronic Arts		C	R	
WCW Mayhem	NOW	Electronic Arts		C	R	
Winback: Covert Operations	NOW	Koei		C	R	
Winnie the Pooh	COMING	NewKidCo				
World is Not Enough, The	COMING	Electronic Arts	E	C	R	
WWF Armageddon	COMING	THQ	E	C	R	
WWF WrestleMania 2000	NOW	THQ		C	R	
Xena: Warrior Princess	NOW	Titus	E			
X-Men Mutant Academy	COMING	Activision				
Yoshi's Story	NOW	Nintendo			R	

*As many games are still in development, information subject to change.

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Head Start Sportswear	Mitch Mann 310-515-1300 310-515-2501 fax	Headwear	Jay Franco & Sons	Joseph Franco 212-679-3022 212-685-4864 fax	Complete line of bath accessories
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Acker Knitting Mills	Mark Feder 212-730-0377 212-730-2460 fax	Knit sweaters, pullovers, zipperfronts, sweater dresses, cardigans, vests	Candy Planet Co.	Amy L. Weltman 516-391-9898 516-391-9146 fax	Novelty gum and candy
American Marketing Enterprises, Inc.	Elliott Azrak 212-279-3600 212-279-2590 fax	Children's sleepwear and boxer shorts	Good Humor Breyers	Erin Murray 920-499-5151 920-497-6521 fax	Ice cream
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Monterey Canyon, Inc.	Aaron J. Loft 323-721-0100 323-720-1778 fax	Children's short sets, fleece sets, t-shirts	Oddz On/Cap Toys, Inc.	Ira P. Hernowitz 707-251-3700 707-251-3572 fax	Novelty candy
Union Underwear Company	Tom Witthuhn 270-781-6400 270-796-8504 fax	Packaged boys/girls underwear and underwear sets	Topps Co., Inc.	Ira Friedman 212-376-0300 212-376-0635 fax	Gum and lollipops

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Footwear		
S. Goldberg & Co., Inc.	Val Formica 201-342-1200 201-342-4405 fax	Juvenile footwear
Gifts and Novelties		
American Greetings	Mike Brown 216-252-7300 216-252-6051 fax	Christmas ornaments, party products, mylar balloons
Alpi International, LTD.	Francesco Indrio 510-655-6456 510-655-2093 fax	Squeezies: foam figures and key rings, glow in the dark wall décor
Applause, Inc.	Claire Nelson 818-992-6000 818-595-2713 fax	3D Treasure keepers
Basic Fun, Inc.	Alan Dorfman 215-364-1665 215-364-9677 fax	3D Figure key chains
Bensussen Deutsch	Eric Bensussen 425-492-6111 425-492-7222 fax	Collectible custom dog tags, rubber die-cut key chains
Polar Magnetics, Inc.	F. Javier Espinal 416-636-6010 416-636-7953 fax	Chunky magnets
Tara Toy Corporation	Rita Vichera 516-273-8697 516-273-8583 fax	Party favors
The National Latex Products Company	Tony Manocchio 419-289-3300 419-281-5114 fax	Latex balloons and punch balls
Trendmasters	DeWayne Booker 314-231-2250 314-231-1810 fax	3D desk accessories, Christmas lights and ornaments
Tri-Star Merchandise, Inc./Starline Creations	Christopher White 401-946-7273 401-946-1980 fax	Picture frames, picture frame key chains
Health and Beauty Aids		
Beiersdorf, Inc. (Curad)	Lynn Petropulos 203-563-5977 203-563-5891 fax	Adhesive bandages
Colgate-Palmolive Company	Jennifer Dorne 212-310-2298 212-310-3143 fax	Toothbrushes, toothbrush toppers, toothpaste
Consumer Licensing Corporation	Dan Gabbay 516-952-9418 516-273-3904 fax	Boxed and pocket tissues

LICENSEE	CONTACT	ARTICLES
Cosrich Group	Debbie Baker 973-566-6240 973-310-3143 fax	Complete line of health, bath and beauty products
Rexall Sundown, Inc.	Lianne Maso de Moya 561-999-1111 561-995-4891 fax	Children's chewable vitamins and multivitamins
Trendmasters	DeWayne Booker 314-231-2250 314-231-1810 fax	Electric toothbrushes
Home Furnishings		
Baby Boom Consumer Products, Inc.	Jon Breiter 212-686-4666 212-532-4335 fax	Cuddle pillows, bedside lamps, bedside lanterns, nightlights, room accessories
Hedstrom Corporation	Susan Meek 800-323-5999 847-803-9223 fax	Slumber bags, play houses, bed tents, bean bag chairs, wall borders and stick-ups
Kidz Kraze International, Ltd.	Marc Freeman 516-931-3600 516-942-8613 fax	Inflatable furniture
Suncast Corporation	Nancy Ottosen 212-343-4506 212-343-4535 fax	Lockers, storage cases
Uncle Howie Products	Howard Napolske 818-773-8374 818-773-7563 fax	Upholstered children's furniture
Home Videos & Music		
Atlantic Records	Robert Wieger 212-707-2502 212-405-5600 fax	Movie soundtrack recording
Cherry Lane Music	Jennifer O'Sullivan 212-561-3445 212-251-0840 fax	Sheet music, music folios
Koch International	Brenda Place 516-484-1000 516-484-4746 fax	Musical CD, story and tape
Pioneer Entertainment	Chad Kime 310-952-2809 310-952-2791 fax	Home videos
Warner Home Videos	Danielle Giovanelli 818-954-6869 818-954-7424 fax	Movie home videos
Housewares		
Applause, Inc.	Claire Nelson 818-992-6000 818-595-2713 fax	Ceramic mugs
Betras Plastics	Henry Betras 864-599-0855 864-578-5273 fax	Freezer mugs, head toppers, squeeze bottles, tumblers, mugs

LICENSEE	CONTACT	ARTICLES
Dart Industries, Inc. — Tupperware Worldwide	Susan Grabhorn 407-826-8899 407-826-4530 fax	Food containers
McCall Pattern Company	Lori Accardi 212-465-6871 212-465-6962 fax	Home sewing patterns
Funomenon! LLC	Adam Azrak 212-279-3600 212-279-2590 fax	Melamine dinnerware, talking cups, bowls, plates, madcaps
Jazwares	Judd Zebersky 954-748-0700 954-748-0045 fax	Sippers, cups, straw huggers, ceramic cookie jars, tumblers
Thermos	Stacey Dye 847-240-3210 847-240-3211 fax	Lunch kits
Wilton Industries, Inc.	Millie Jovanovich 630-963-7100 630-963-7299 fax	Baking accessories, candles, candle holders
Publishing		
Golden Books	Greg Rosen 212-547-3500 212-547-6569 fax	Color/Activity books, storybooks
Nintendo of America Inc.	Customer Service 800-633-3236 425-861-2173 fax	Strategy guides
Reader's Digest Children's Publishing, Inc.	Vivian Antonangeli 914-244-4800 914-244-4841 fax	Zoomers- novelty books
Scholastic, Inc.	Randi Reisfeld 212-343-4506 212-343-4535 fax	Children's compilation handbooks, adventure books and novels
Sybex Inc.	Dan Brodintz 510-523-8233 510-523-1766 fax	Trade paperback storybooks
Troll Communications	Roy Wandelmaier 201-529-4000 201-529-4237 fax	Activity books
Viz Communications, Inc.	Seiji Horibuchi 415-546-7073 415-546-7086 fax	Comic books, look & find books and origami books
Software & Accessories		
A.L.S. Industries	Richard Smith 310-532-9262 310-329-0982 fax	Game Boy® canvas carrying cases
Computer Expressions	Lori White 215-487-7700 215-487-7728 fax	Mouse pads, cd wallet holders, wrist rests
Mattel, Inc./ The Learning Company	Mimi Leinbach 510-505-6138 510-713-6073 fax	Interactive computer software

LICENSEE	CONTACT	ARTICLES
Stationery		
Advanced Graphics	Craig Henderson 925-432-2262 925-432-9259 fax	Life size cardboard standees
American Greetings	Mike Brown 216-252-7300 216-252-6051 fax	Stickers & mini sticker activity books, 2001 calendar
Antioch Publishing	Marna Henley 937-767-6286 937-767-6137 fax	Bookmarks, bookplates, diaries, journals, address books
Artbox Entertainment	Kimihiko Imaizumi 562-997-8833 562-997-8838 fax	Stickers, temporary transfer tattoos, lenticular collectibles, jigsaw puzzle clocks
Bensussen Deutsch	Eric Bensussen 425-492-6112 425-492-7223 fax	Posters, posters with stickers
C & D Visionary, Inc.	David Silverman 818-509-7856 818-509-1441 fax	Individual die-cut stickers
Elmer's Products, Inc.	Tom Marchese 614-225-3471 614-225-4742 fax	Glue products
Entertainment Calendars LLC	Joseph Angard 310-399-4300 310-664-9119 fax	Wall calendars
Learn & Play, Inc.	Jan Bitcon 201-445-6644 201-445-4224 fax	Personalized stationery
Plymouth, Inc.	Bob Pappas 540-633-3333 540-633-3303 fax	School supplies
Rose Art Industries, Inc.	Larry Rosen 973-535-1313 973-533-9447 fax	Pencils, pens, markers, paper packets, figurine stampers
Sandylion	Michael Eisenstein 800-387-4215 905-475-3935 fax	Stickers, sticker kits and activities
Scorpio Posters, Inc.	Frank Wolsky 718-499-2001 718-788-0512 fax	Paper and blacklight posters
Smilemakers, Inc.	Brady Gravit 864-583-2405 864-585-3958 fax	Stickers
Stampendous, Inc.	Bill Sanderson 714-688-0288 714-688-0297 fax	Rubber stamps and stamp kits
Stylus Writing Instrument Company	Barry Rosenbaum 810-755-4586 810-755-4531 fax	Collectible non-disposable pens

POKÉMON LICENSEES (CONT.)

LICENSEE	CONTACT	ARTICLES
Stationery (cont.)		
Toy Island Manufacturing Co. Ltd.	Robert Leff 516-364-3050 516-364-3268 fax	3-D School supplies, milky pens
Western Graphics	Cherie Babinec 541-686-2200 541-686-5949 fax	Posters
Workman Publishing, Inc.	Liz Carey 212-254-5900 212-614-7783 fax	School planners, daily calendars
Toys		
A&A Global Industries	Brian Kovens 410-252-1020 410-252-7137 fax	Temporary tattoos, stickers, finger puppets, mini toys
Applause, Inc.	Claire Nelson 818-992-6000 818-595-2713 fax	Plush dartboard game, banks, micro playsets, micro plush, bubble toys
Decipher, Inc.	Cindy Thornburg 757-664-1112 757-627-3755 fax	Scratch-off games
Disguise Inc.	Stephen Stanley 858-536-9304 858-536-1486 fax	Halloween costumes
Hasbro Games	Cathy Meredith 413-525-6411 413-525-4365 fax	Puzzles and board games
Hasbro, Inc.	Customer Service 800-242-7276 401-431-8287 fax	Master Toy Licensee
Oddz On/Cap Toys, Inc.	Ira P. HERNOWITZ 707-251-3700 707-251-3572 fax	Sliders
Play by Play Gifts & Novelties	Steve Chernin 210-829-4666 210-824-6565 fax	Plush toys, key chains, temporary tattoos
Rand International	Steven Goldmeier 516-249-6000 516-246-6015 fax	Skateboards, bicycles and accessories
Ritvik Holdings, Inc.	Drew Stevenson 514-333-5555 514-333-8165 fax	Building sets
Tiger Toys	Jim Bouseman 847-913-8100 847-913-8118 fax	Electronic toys
Topps Co., Inc.	Ira Friedman 212-376-0300 212-376-0573 fax	Trading cards
Toy Biz	Jesse Falcon 212-588-5133 212-588-5329 fax	Kites, 3D magnets, marbles and accessories

LICENSEE	CONTACT	ARTICLES
Trendmasters	DeWayne Booker 314-231-2250 314-231-1810 fax	C-watches, key fobs, clocks, c-tech and standard phones
Unique Industries, Inc.	Raymond Daikler 215-336-4300 215-334-7869 fax	Piñatas
US Playing Card Co.	Sandy Jones 513-396-5768 513-396-5878 fax	Playing cards
Wizards of the Coast	Customer Service 800-324-6496 425-226-3182 fax	Collectible card game
X-Concepts	Gina Beebe 714-428-2000 714-428-2200 fax	Mini action fingerboard toys and accessories
Miscellaneous		
Atlus Dream Entertainment	James Takenaka 949-753-7883 949-753-0350 fax	Photo sticker machines

NINTENDO'S MERCHANDISE LICENSING AGENT

Leisure Concepts Inc 1414 Avenue of the Americas New York, NY	Susan Eisner 212-758-7660 212-758-0933 fax	US, Canada, Latin America
Leisure Concepts International Unit 1 Alice Court 116 Puntney Bridge Road London, SW 15 2NQ	Clive Hill 020-8871-2173 020-8871-1695 fax	Europe

NINTENDO LICENSEES

LICENSEE	CONTACT	ARTICLES
Accessories		
Ambassador Eyewear	Ken Kitnick 215-633-7868 215-633-7870 (fax)	Prescription eyewear
Apparel		
Bensussen Deutsch (BD&A)	Eric Bensussen 206-869-6111 206-869-7222 (fax)	T-shirts, headwear
Food & Beverage		
Houston Harvest Gift Products, Inc.	Peggy Keith 913-831-3800 913-831-2211 (fax)	Novelty tins with candy
Rix	Richard Sallis 714-731-3700 714-731-2373 (fax)	Game Boy shaped candy
Gifts & Novelties		
Interact Accessories, Inc.	Beth Doherty 650-875-6075 650-875-6088 (fax)	Key chains with clocks
Kurt Adler's Santa World	Nancy Iannace 212-924-0900 212-807-0575 (fax)	Christmas lights, ornaments, and stockings
Vending Supply, Inc.	Sherrie Christopher 800-315-9849 702-826-8889 (fax)	Stickers, temporary tattoos (Sold in vending machines only)
Health & Beauty Aids		
Salle International	Michael Balkin 847-662-6600 847-662-7662 (fax)	Bubble bath and shampoo
Publishing		
Sybex Inc.	Roger Stewart 510-523-8233 510-523-2373 (fax)	Trade storybooks
Troll/Harlequin Enterprises	Roy Wandelmaier 201-529-4000 201-529-9347 (fax)	Activity books
Software		
Interplay Productions	Brian Fargo 714-553-6655 714-252-2820 (fax)	Computer software
Stationery		
Newell Office Products	Steve Demsien 608-284-3107 608-284-3108 (fax)	Pencil/school boxes and clipboards
Scorpio Posters, Inc.	Frank Wolsky 718-499-2001 718-788-0512 (fax)	Zelda posters

LICENSEE	CONTACT	ARTICLES
Stuart Hall, Inc.	Judy Reibel 800-821-5859 816-221-7329 (fax)	Multi-ring binders, notebooks memo books/pads, planners, notebook accessories, etc.
Toys		
Bensussen Deutsch (BD&A)	Eric Bensussen 206-869-6112 206-869-7222 (fax)	Game music CD, tattoo sheets, lapel pins, key chains bean bag plush, action figures, watches
Carousel	Steven Veatch 573-392-7122 573-392-7125 (fax)	Amusement rides
CX Sport - Division of Cycle Express, Inc.	Lewis Harmony 212-268-6117 212-268-6119 (fax)	Bicycle accessories
MGA Entertainment, Inc.	Isaac Larian 818-894-2525 818-894-8094 (fax)	Yo-yo's with light & sounds
Racing Champions, Inc.	Deanna Peterson 630-790-3507 630-790-9474 (fax)	1/64 scale die cast vehicles
Sport Fun	Karen Gottlieb 800-423-2597 818-502-0399 (fax)	Scooters, skateboards and hop balls
Tiger Electronics, Inc.	Jim Bouseman 847-955-2111 847-913-8118 (fax)	Zelda electronic board game
Tomy Corporation	Koji Otsuka 949-955-1030 949-955-1037 (fax)	Vending Toys
Toy Biz, Inc.	Paul Nielsen 212-588-5113 212-588-5329 (fax)	Vehicles with figures and accessories; kites
Warren Industries	Barrie Simpson 765-447-2151 765-448-1313 (fax)	Puzzles
Video Games Accessories		
Bensussen Deutsch (BD&A)	Eric Bensussen 206-869-6113 206-869-7222 (fax)	Game system and game cartridge bags and holders
Interact Accessories, Inc.	Jacqueline Miglioretti 410-785-5661 410-771-9120 (fax)	Game Boy pocket protector, Game Boy travel pack, N64 backpack
Pride Inc.	Donald Smith 800-833-7308 651-351-4228 (fax)	Plastic cases for game cartridges
Miscellaneous		
Kiddie World International	Tom Petit 972-721-4600 972-554-7509 (fax)	Coin operated kids ride



Nintendo®



2000 HARDWARE, SOFTWARE, ACCESSORY AND PLAYER'S GUIDE PRICE LIST



Nintendo®

Item No.	Description	Individual UPC	Master Case Qty	Volume Unit Price	MSRP	Total Units	Ext. Dollar Amount
NINTENDO 64 SYSTEMS							
NUS S N018	Atomic Purple Bundle	0 00 45496 85024 1	4	\$94.00	\$99.95		\$
NUS S TMMD	Donkey Kong 64 Bundle	0 00 45496 85042 5	4	\$122.50	\$129.95		\$
NUS S HBEP	Star Wars Episode 1: Racer Bundle	0 00 45496 85038 8	4	\$94.00	\$99.95		\$
NUS S HQPO	Pokémon Stadium Bundle	0 00 45496 85073 9	4	\$141.50	\$149.95		\$
NUS S TBB	N64 Funtastic Series - Ice	0 00 45496 85053 1	3	\$94.00	\$99.95		\$
NUS S TMB	N64 Funtastic Series - Jungle Green	0 00 45496 85054 8	3	\$94.00	\$99.95		\$
NUS S SGB	N64 Funtastic Series - Smoke	0 00 45496 85058 6	3	\$94.00	\$99.95		\$
NUS S TRB	N64 Funtastic Series - Watermelon	0 00 45496 85055 5	3	\$94.00	\$99.95		\$
NUS S TGB	N64 Funtastic Series - Grape	0 00 45496 85057 9	3	\$94.00	\$99.95		\$
NUS S TOB	N64 Funtastic Series - Fire	0 00 45496 85056 2	3	\$94.00	\$99.95		\$
NINTENDO 64 ACCESSORIES							
NUS A CB	N64 Controller - Blue	0 00 45496 86006 6	12	\$21.50	\$29.95		\$
NUS A CK	N64 Controller - Black	0 00 45496 86007 3	12	\$21.50	\$29.95		\$
NUS A CM	N64 Controller - Green	0 00 45496 86003 5	12	\$21.50	\$29.95		\$
NUS A CR	N64 Controller - Red	0 00 45496 86005 9	12	\$21.50	\$29.95		\$
NUS A CSG	N64 Funtastic Controller - Smoke	0 00 45496 86029 5	6	\$21.50	\$29.95		\$
NUS A CTB	N64 Funtastic Controller - Ice	0 00 45496 86024 0	6	\$21.50	\$29.95		\$
NUS A CTG	N64 Funtastic Controller - Grape	0 00 45496 86025 7	6	\$21.50	\$29.95		\$
NUS A CTM	N64 Funtastic Controller - Jungle Green	0 00 45496 86026 4	6	\$21.50	\$29.95		\$
NUS A CTO	N64 Funtastic Controller - Fire	0 00 45496 86028 8	6	\$21.50	\$29.95		\$
NUS A CTR	N64 Funtastic Controller - Watermelon	0 00 45496 86027 1	6	\$21.50	\$29.95		\$
NUS A CY	N64 Controller - Yellow	0 00 45496 86004 2	12	\$21.50	\$29.95		\$
NUS A LK	N64 Cleaning Kit	0 00 45496 86013 4	24	\$7.50	\$9.95		\$
NUS A PA2	N64 Controller Pak	0 00 45496 86036 3	10	\$7.50	\$9.95		\$
NUS A PB2	N64 Rumble Pak	0 00 45496 86035 6	10	\$14.50	\$19.95		\$
NUS A PC	N64 Transfer Pak	0 00 45496 86021 9	10	\$14.50	\$19.95		\$
NUS A RR2	N64 RF Switch Set	0 00 45496 86038 7	10	\$10.50	\$14.95		\$
NUS A TB2	N64 Expansion Pak	0 00 45496 86037 0	10	\$21.50	\$29.95		\$
NINTENDO 64 GAME PAKS							
NUS P CFZE	F-Zero X	0 00 45496 87028 7	24	\$25.00	\$29.95		\$
NUS P CZLE	The Legend of Zelda: The Ocarina of Time	0 00 45496 87004 1	24	\$32.00	\$39.99		\$
NUS P NALE	Super Smash Bros.	0 00 45496 87046 1	24	\$42.00	\$59.95		\$
NUS P NB7E	Banjo-Tooie	0 00 45496 87072 0	24	\$42.00	\$59.95		\$
NUS P NBDE	Bomberman Hero	0 00 45496 87031 7	24	\$25.00	\$29.95		\$
NUS P NBKE	Banjo-Kazooie	0 00 45496 87020 1	24	\$32.00	\$39.99		\$
NUS P NBME	Bomberman 64	0 00 45496 87022 5	24	\$25.00	\$29.95		\$
NUS P NCCE	Command & Conquer	0 00 45496 87045 4	24	\$42.00	\$59.95		\$
NUS P NCKE	NBA Courtside 2: Featuring Kobe Bryant	0 00 45496 87053 9	24	\$42.00	\$59.95		\$
NUS P NCUE	Cruis'n USA	0 00 45496 87014 0	24	\$32.00	\$39.95		\$
NUS P NCWE	Cruis'n World	0 00 45496 87025 6	24	\$42.00	\$59.95		\$
NUS P NDYE	Diddy Kong Racing	0 00 45496 87023 2	24	\$32.00	\$39.95		\$
NUS P NEPE	Star Wars Episode I: Racer	0 00 45496 87041 6	24	\$25.00	\$29.95		\$
NUS P NFWE	F-1 World Grand Prix	0 00 45496 87032 4	24	\$25.00	\$29.95		\$
NUS P NFXE	Star Fox 64	0 00 45496 87027 0	24	\$32.00	\$39.95		\$
NUS P NGEE	GoldenEye 007	0 00 45496 87007 2	24	\$32.00	\$39.95		\$
NUS P NJFE	Jet Force Gemini	0 00 45496 87035 5	24	\$42.00	\$59.95		\$
NUS P NK4E	Kirby 64: The Crystal Shards	0 00 45496 87071 3	24	\$42.00	\$59.95		\$
NUS P NKGE	Major League Baseball Featuring Ken Griffey Jr.	0 00 45496 87015 7	24	\$25.00	\$34.95		\$
NUS P NKTE	Mario Kart 64	0 00 45496 87002 7	24	\$32.00	\$39.95		\$
NUS P NMFE	Mario Golf	0 00 45496 87036 2	24	\$42.00	\$59.95		\$
NUS P NMWE	Mario Party 2	0 00 45496 87069 0	24	\$42.00	\$59.95		\$
NUS P NMXE	Excitebike 64	0 00 45496 87052 2	24	\$42.00	\$59.95		\$
NUS P NNBE	Kobe Bryant in NBA Courtside	0 00 45496 87026 3	24	\$16.50	\$19.95		\$
NUS P NPDE	Perfect Dark	0 00 45496 87051 5	24	\$50.00	\$69.95		\$
NUS P NPFE	Pokémon Snap	0 00 45496 87047 8	24	\$42.00	\$59.95		\$
NUS P NRIE	The New Tetris	0 00 45496 87042 3	24	\$42.00	\$59.95		\$
NUS P NRSE	Star Wars: Rogue Squadron	0 00 45496 87037 9	24	\$32.00	\$39.99		\$
NUS P NRZE	Ridge Racer 64	0 00 45496 87054 6	24	\$42.00	\$59.95		\$
NUS P NSME	Super Mario 64	0 00 45496 87001 0	24	\$32.00	\$39.95		\$
NUS P NSQE	Starcraft 64	0 00 45496 87049 2	24	\$42.00	\$59.95		\$
NUS P NTEE	1080 Snowboarding	0 00 45496 87024 9	24	\$32.00	\$39.99		\$
NUS P NWLE	Waiata Country Club: True Golf Classic	0 00 45496 87030 0	24	\$25.00	\$29.95		\$
NUS P NYSE	Yoshi's Story	0 00 45496 87017 1	24	\$32.00	\$39.99		\$
NUS R NDOE	Donkey Kong 64	0 00 45496 87029 4	24	\$50.00	\$69.95		\$
NUS R NPOE	Pokémon Stadium	0 00 45496 87050 8	12	\$50.00	\$69.95		\$

Item No.	Description	Individual UPC	Master Case Qty	Volume Unit Price	MSRP	Total Units	Ext. Dollar Amount
GAME BOY SYSTEMS							
CGB S BA	Game Boy Color - Teal	0 00 45496 71080 4	24	\$68.00	\$79.95		\$
CGB S LMA	Game Boy Color - Kiwi	0 00 45496 71078 1	24	\$68.00	\$79.95		\$
CGB S PUA	Game Boy Color - Grape	0 00 45496 71061 3	24	\$68.00	\$79.95		\$
CGB S RA	Game Boy Color - Berry	0 00 45496 71077 4	24	\$68.00	\$79.95		\$
CGB S SPA	Game Boy Color - Atomic Purple	0 00 45496 71043 9	24	\$68.00	\$79.95		\$
CGB S YA	Game Boy Color - Dandelion	0 00 45496 71079 8	24	\$68.00	\$79.95		\$
GBD S BAA	Blue Game Boy Camera	0 00 45496 71051 4	24	\$37.50	\$49.95		\$
GBD S MAA	Green Game Boy Camera	0 00 45496 71044 6	24	\$37.50	\$49.95		\$
GBD S RAA	Red Game Boy Camera	0 00 45496 71048 4	24	\$37.50	\$49.95		\$
GBD S YAA	Yellow Game Boy Camera	0 00 45496 71049 1	24	\$37.50	\$49.95		\$
GBP S GB	Game Boy Printer	0 00 45496 71045 3	24	\$48.00	\$59.95		\$
GAME BOY ACCESSORIES							
GBP A P3A	Printer Paper	0 00 45496 72013 1	24	\$7.00	\$9.95		\$
MGB A AD3	AC Adapter	0 00 45496 72021 6	10	\$14.50	\$19.95	Rolling Change	\$
MGB A TS	Game Link Universal Game Link Cable Set	0 00 45496 72015 5	60	\$7.00	\$9.95		\$
MGB A TS2	Universal Game Link Cable Set	0 00 45496 72020 9	10	\$7.00	\$9.95	Rolling Change	\$
GAME BOY GAME PAKS: (1) COLOR COMPATIBLE W/GAME BOY AND GAME BOY COLOR HW (2) EXCLUSIVE ONLY TO GAME BOY COLOR HW							
CGB P AHYE	Super Mario Bros. Deluxe (2)	0 00 45496 73092 5	48	\$21.50	\$29.95		\$
CGB P ARNE	Mickey's Racing Adventure (2)	0 00 45496 73101 4	48	\$25.00	\$34.95		\$
CGB P AV4E	Bionic Commando: Elite Forces (2)	0 00 45496 73106 9	48	\$21.50	\$29.95		\$
CGB P AW8A	Wario Land 3 (2)	0 00 45496 73113 7	48	\$21.50	\$29.95		\$
CGB P AWXE	Mario Golf (2)	0 00 45496 73096 3	48	\$21.50	\$29.95		\$
CGB P AYAE	Ken Griffey, Jr.'s Slugfest (2)	0 00 45496 73091 8	48	\$21.50	\$29.95		\$
CGB P AYJE	Crystallis (2)	0 00 45496 73105 2	48	\$21.50	\$29.95		\$
CGB P BDDE	Donkey Kong Country (2)	0 00 45496 73118 2	48	\$21.50	\$29.95		\$
CGB P BWLE	Warlocked (2)	0 00 45496 73116 8	48	\$21.50	\$29.95		\$
CGB P VPDE	Perfect Dark (2)	0 00 45496 73117 5	48	\$25.00	\$34.95		\$
CGB P VYHE	Star Wars Episode One: Racer (2)	0 00 45496 73097 0	48	\$25.00	\$34.95		\$
DMG P ACNE	Quest for Camelot (1)	0 00 45496 73080 2	48	\$21.50	\$29.95		\$
DMG P ACRE	Conker's Pocket Tales (1)	0 00 45496 73077 2	48	\$21.50	\$29.95		\$
DMG P ACVE	NBA 3 on 3 Featuring Kobe Bryant (1)	0 00 45496 73103 8	48	\$21.50	\$29.95		\$
DMG P AGLE	Game & Watch Gallery 2 (1)	0 00 45496 73070 3	48	\$21.50	\$29.95		\$
DMG P AGQE	Game & Watch Gallery 3 (1)	0 00 45496 73102 1	48	\$21.50	\$29.95		\$
DMG P APAE	Pokémon - Red	0 00 45496 73073 4	48	\$21.50	\$29.95		\$
DMG P APEE	Pokémon - Blue	0 00 45496 73082 6	48	\$21.50	\$29.95		\$
DMG P APSE	Pokémon Yellow Version: Special Pikachu Edition	0 00 45496 73089 5	48	\$21.50	\$29.95		\$
DMG P ATEA	Tetris DX (1)	0 00 45496 73084 0	48	\$21.50	\$29.95		\$
DMG P AVUE	Beauty and the Beast: Board Game Adventure (1)	0 00 45496 73098 7	48	\$21.50	\$29.95		\$
DMG P AWHE	R-Type DX (1)	0 00 45496 73093 2	48	\$21.50	\$29.95		\$
DMG P AWLE	Wario Land 2 (1)	0 00 45496 73088 8	48	\$21.50	\$29.95		\$
DMG P AXQE	Pokémon Trading Card (1)	0 00 45496 73104 5	48	\$21.50	\$29.95		\$
DMG P AZLE	The Legend of Zelda: Link's Awakening DX (1)	0 00 45496 73085 7	48	\$21.50	\$29.95		\$
DMG P MQ	Super Mario Land 2 - 6 Golden Coins	0 00 45496 73025 3	48	\$14.50	\$19.95		\$
DMG P VPHE	Pokémon Pinball (1)	0 00 45496 73090 1	48	\$25.00	\$34.95		\$
MINI POCKET GAME							
MPG U YPKE	Pokémon Pikachu	0 00 45496 72014 8	24	\$15.00	\$19.95		\$
PLAYER'S GUIDES							
NES B GD21	Super Mario RPG - Legend of the Seven Stars	0 00 45496 69109 7	30	\$6.50	\$11.00		\$
NES B GD23	Super Mario 64	0 00 45496 69111 0	30	\$6.50	\$11.00		\$
NES B GD24	Donkey Kong Country 3: Dixie Kong's Double Trouble	0 00 45496 69112 7	30	\$6.50	\$11.00		\$
NES B GD26	Mario Kart 64	0 00 45496 69126 4	36	\$5.25	\$8.95		\$
NES B GD27	Star Fox 64	0 00 45496 69127 1	30	\$6.50	\$11.00		\$
NES B GD28	GoldenEye 007	0 00 45496 69130 1	30	\$6.50	\$11.00		\$
NES B GD29	Diddy Kong Racing	0 00 45496 69131 8	30	\$6.50	\$11.00		\$
NES B GD30	Yoshi's Story	0 00 45496 69141 7	30	\$6.50	\$11.00		\$
NES B GD31	Banjo-Kazooie	0 00 45496 69142 4	30	\$6.50	\$11.00		\$
NES B GD32	Game Boy Funtopography Guide	0 00 45496 69143 1	30	\$5.30	\$8.99		\$
NES B GD33	Pokémon	0 00 45496 69144 8	30	\$6.50	\$11.00		\$
NES B GD34	The Legend of Zelda	0 00 45496 69145 5	30	\$6.50	\$11.00		\$
NES B GD35	Star Wars Rogue Squadron	0 00 45496 69158 5	30	\$6.50	\$11.00		\$
NES B GD36	Star Wars Episode I: Racer	0 00 45496 69159 2	30	\$7.50	\$14.95		\$
NES B GD37	Pokémon Snap	0 00 45496 69160 8	36	\$5.00	\$11.00		\$
NES B GD38	Jet Force Gemini	0 00 45496 69161 5	30	\$3.75	\$7.50		\$
NES B GD39	Pokémon Special Edition	0 00 45496 69162 2	36	\$7.50	\$14.95		\$
NES B GD40	Pokémon Stadium	0 00 45496 69163 9	24	\$7.50	\$14.95		\$
NES B GD41	Donkey Kong 64	0 00 45496 69164 6	30	\$7.50	\$14.95		\$
NES B GD42	Perfect Dark	0 00 45496 69165 3	24	\$7.50	\$14.95		\$
NES B GD43	Pokémon TV Animation Comic	0 00 45496 69178 3	36	\$5.00	\$10.95		\$
NES B GD44	Pokémon Trading Card Game Player's Guide	0 00 45496 69179 0	30	\$7.50	\$14.95		\$
Total Dollars This Purchase Order							\$

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OFFICIAL NINTENDO POWER PLAYER'S GUIDES



Nintendo®

PLEASE PRINT		ITEM NO. / DESCRIPTION	MASTER Case Qty	VOLUME Unit Price	TOTAL Units	EXTENDED Dollar Amt.
→ →	BILL TO:	OFFICIAL NINTENDO POWER PLAYER'S GUIDE NES B GD48 The Legend of Zelda: Majora's Mask	30	\$7.50		
		NES B GD47 Pokémon Gold & Silver	30	\$7.50		
		NES B GD46 Banjo-Tooie	30	\$7.50		
	SHIP TO:	NES B GD44 Pokémon Trading Card Game	30	\$7.50		
		NES B GD42 Perfect Dark	24	\$7.50		
	ORDER DATE:	NES B GD41 Donkey Kong 64	36	\$7.50		
	CUSTOMER P.O. #:	NES B GD40 Pokémon Stadium	24	\$7.50		
	REQ. SHIP DATE:	NES B GD39 Pokémon Special Edition	36	\$7.50		
	CANCEL DATE:	NES B GD38 Jet Force Gemini	36	\$3.75		
	TERMS:	NES B GD37 Pokémon Snap	36	\$5.00		
	SHIP VIA: FREIGHT F.O.B. DESTINATION:	NES B GD36 StarWars: Episode I: Racer	30	\$7.50		
	SPECIAL INSTRUCTIONS:	NES B GD35 StarWars: Rogue Squadron	30	\$6.50		
	BUYER'S SIGNATURE:	NES B GD34 The Legend of Zelda: Ocarina of Time	30	\$6.50		
	TITLE:	NES B GD33 Pokémon	30	\$6.50		
	PHONE: ()	NES B GD28 007 GoldenEye	30	\$6.50		
	ORDER TAKEN BY:	NES B GD23 Super Mario 64	30	\$6.50		
	FIRM:	NINTENDO POWER COMICS NES B GD43 Pokémon TV Animation Comic I CHOOSE YOU!	36	\$5.00		
		TOTAL PUBLICATIONS				
		GRAND TOTAL DOLLARS \$				

SHIPPING REFERENCE

DESCRIPTION	QTY.	VOLUME UNIT PRICE	AVAILABILITY	UPC	DIMENSIONS (L x W x H)	CUBIC FT.	WEIGHT (LBS)
<i>OFFICIAL NINTENDO POWER PLAYER'S GUIDES</i> NES B GD48: The Legend of Zelda: Majora's Mask Single Unit Inner Case Master	1 6 30	\$7.50	Nov. '00	0 00 45496 69183 7 1 00 45496 69183 4 2 00 45496 69183 1	TBD	TBD	TBD
NES B GD47: Pokémon - Gold & Silver Single Unit Inner Case Master	1 6 30	\$7.50	Oct. '00	0 00 45496 69182 0 1 00 45496 69182 7 2 00 45496 69182 4	TBD	TBD	TBD
NES B GD46: Banjo-Tooie Single Unit Inner Case Master	1 6 30	\$7.50	Aug. '00	0 00 45496 69181 3 1 00 45496 69181 0 2 00 45496 69181 7	TBD	TBD	TBD
NES B GD44: Pokémon Trading Card Game Single Unit Inner Case Master	1 6 30	\$7.50	Immediate	0 00 45496 69179 0 1 00 45496 69179 7 2 00 45496 69179 4	10.875L x 8.500W x 0.188H 10.875L x 8.500W x 1.125H 11.000L x 8.625W x 7.500H	0.01 0.06 0.42	0.68 4.09 21.05
NES B GD43: Pokémon TV Animation Comic: I CHOOSE YOU! Single Unit Inner Case Master	1 12 36	\$5.00	Immediate	0 00 45496 69178 3 1 00 45496 69178 0 2 00 45496 69178 7	10.125L x 6.625W x 0.250H 10.125L x 6.625W x 3.000H 10.500L x 7.500W x 9.500H	0.009 0.10 0.43	0.59 7.07 22.03
NES B GD42: Perfect Dark Single Unit Inner Case Master	1 6 24	\$7.50	5/08/00	0 00 45496 69165 3 1 00 45496 69165 0 2 00 45496 69165 7	10.875L x 8.500W x 0.280H 10.875L x 8.500W x 3.600H 11.000L x 8.625W x 8.000H	0.01 0.09 0.42	1.08 6.50 27.00
NES B GD41: Donkey Kong 64 Single Unit Inner Case Master	1 12 36	\$7.50	Immediate	0 00 45496 69164 6 1 00 45496 69164 3 2 00 45496 69164 0	10.875L x 8.500W x 0.188H 10.875L x 8.500W x 2.250H 11.000L x 8.625W x 8.000H	0.01 0.09 0.42	0.75 9.04 27.69
NES B GD40: Pokémon Stadium Single Unit Inner Case Master	1 6 24	\$7.50	Immediate	0 00 45496 69163 9 1 00 45496 69163 6 2 00 45496 69163 3	10.875L x 8.500W x 0.300H 10.875L x 8.500W x 1.800H 11.125L x 8.625W x 8.500H	0.01 0.10 0.42	1.16 7.00 28.60
NES B GD39: Pokémon Special Edition Single Unit Inner Case Master	1 12 36	\$7.50	Immediate	0 00 45496 69162 2 1 00 45496 69162 9 2 00 45496 69162 6	10.875L x 8.500W x 0.188H 10.875L x 8.500W x 2.220H 11.125L x 8.625W x 8.500H	0.01 0.09 0.42	0.72 8.72 26.77
NES B GD38: Jet Force Gemini Single Unit Inner Case Master	1 12 36	\$3.75 reduced	Immediate	0 00 45496 69161 5 1 00 45496 69161 2 2 00 45496 69161 9	10.875L x 8.500W x 0.188H 10.870L x 8.500W x 2.220H 11.125L x 8.625W x 8.500H	0.01 0.09 0.42	0.76 9.16 28.06
NES B GD37: Pokémon Snap Single Unit Inner Case Master	1 12 36	\$5.00	Immediate	0 00 45496 69160 8 1 00 45496 69160 5 2 00 45496 69160 2	10.875L x 8.500W x 0.188H 10.875L x 8.500W x 2.220H 11.125L x 8.625W x 7.500H	0.01 0.09 0.42	0.58 6.91 22.17
NES B GD36: StarWars: Episode I: Racer Single Unit Inner Case Master	1 6 30	\$7.50	Immediate	0 00 45496 69159 2 1 00 45496 69159 9 2 00 45496 69159 6	10.190L x 8.000W x 0.180H 10.190L x 8.000W x 1.080H 10.750L x 8.500W x 7.500H	0.01 0.05 0.39	0.58 3.53 18.17
NES B GD35: StarWars: Rogue Squadron Single Unit Inner Case Master	1 6 30	\$6.50	Immediate	0 00 45496 69158 5 1 00 45496 69158 2 2 00 45496 69158 9	10.190L x 8.000W x 0.180H 10.190L x 8.000W x 1.080H 10.750L x 8.500W x 7.500H	0.01 0.05 0.39	0.58 3.56 18.47
NES B GD34: The Legend of Zelda: Ocarina of Time Single Unit Inner Case Master	1 6 30	\$6.50	Immediate	0 00 45496 69145 5 1 00 45496 69145 2 2 00 45496 69145 9	10.190L x 8.000W x 0.220H 10.190L x 8.000W x 1.300H 10.750L x 8.500W x 7.500H	0.01 0.06 0.39	0.66 4.00 20.53
NES B GD33: Pokémon Single Unit Inner Case Master	1 6 30	\$6.50	Immediate	0 00 45496 69144 8 1 00 45496 69144 5 2 00 45496 69144 2	10.190L x 8.000W x 0.220H 10.190L x 8.000W x 1.300H 10.750L x 8.500W x 7.500H	0.01 0.06 0.39	0.60 3.64 18.70
NES B GD28: 007 GoldenEye Single Unit Inner Case Master	1 6 30	\$6.50	Immediate	0 00 45496 69130 1 1 00 45496 69130 8 2 00 45496 69130 5	10.190L x 8.000W x 0.220H 10.190L x 8.000W x 1.300H 10.750L x 8.500W x 7.500H	0.01 0.06 0.39	0.63 3.78 19.44
NES B GD23: Super Mario 64 Single Unit Inner Case Master	1 6 30	\$6.50	Immediate	0 00 45496 69111 0 1 00 45496 69111 7 2 00 45496 69111 4	10.190L x 8.000L x 0.190 10.190L x 8.000L x 1.250 10.750L x 8.500L x 7.800	0.009 0.06 0.41	0.55 3.31 17.05

OFFICIAL NINTENDO POWER PLAYER'S GUIDE GUARANTEED SALE PROGRAM

FISCAL YEAR 2001



Nintendo®

Nintendo of America Inc. (Nintendo) has established the Guaranteed Sale (G/S) Program to give Nintendo dealers the opportunity to sell Official Nintendo Power Player's Guides at no risk to the dealer, for the initial 120 days following launch.

ELIGIBILITY

Available to current customers who qualify under Nintendo's Sales Program. In order to participate in this program, dealer must be approved by the Nintendo Publications Department.

This program only applies to Official Player's Guides published by Nintendo Power and distributed by Nintendo of America Inc.

CONDITIONS

- Dealer agrees to leave each guaranteed Player's Guide title active and on-shelf for a period of at least 120 days from date of launch.
- Dealer agrees to provide forecasts for each guaranteed Player's Guide on the monthly Nintendo rolling forecast. Forecasts should include provisions for replenishment.
- From the forecast, the Nintendo Publications Department will determine G/S quantities for each Player's Guide based on sell-thru history, sales-enhancement opportunities and other relevant information. Nintendo will communicate guaranteed quantity to the dealer within 2 weeks of receipt of forecast.
- Dealer agrees to issue an irrevocable full-cost purchase order no later than 2 weeks prior to the Player's Guide launch. If the launch order differs from the forecast, Nintendo reserves the right to review and revise the guaranteed quantity.
- Dealer agrees to provide weekly sell-thru figures, via EDI, e-mail or fax, for each guaranteed Player's Guide and corresponding software and hardware bundle (if applicable), by Wednesday of each week, beginning the first Wednesday after launch.

INVOICING

- For each guaranteed launch order, Nintendo will send a full cost invoice with payment terms of Net 150 days.
- Eligible cash-in-advance dealers will pay for the guides before launch.
- All re-orders will go out with normal terms and conditions and will not be guaranteed.

G/S EXECUTION

- If, at any time, re-orders exceed 20% of the launch shipment, the G/S will be discontinued for that title. No credit will be submitted.
- If a guide is selling well and/or Nintendo chooses not to continue the G/S on a title after a 120 day on-sale period, dealer may take full ownership of existing inventory, discontinuing the G/S. No credit will be submitted.
- Dealer is free to execute its G/S after the 120-day on-sale period by destroying any or all unsold copies and verifying those destroyed copies with an affidavit signed by an officer of the company. The Nintendo Publications Department will provide this affidavit within the first week after the conclusion of each program. After the affidavit has been completed, signed and returned, Nintendo will submit a credit memo equal to the value of the destroyed guides.
- At its discretion, the Nintendo Publications Department may approve an extension of the G/S program at either full cost or at a reduced volume cost to the dealer. Only original guaranteed quantities are eligible.
- All credit memos produced for this program will reflect the applicable sales allowances given on the original invoice.

Nintendo reserves the right to make changes to this program at any time.

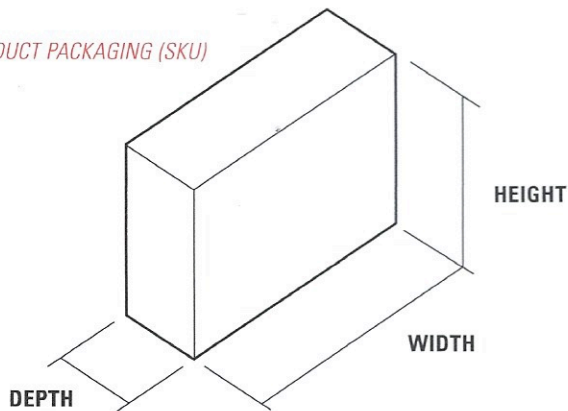
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FISCAL YEAR 2001
EFFECTIVE JUNE 1, 2000

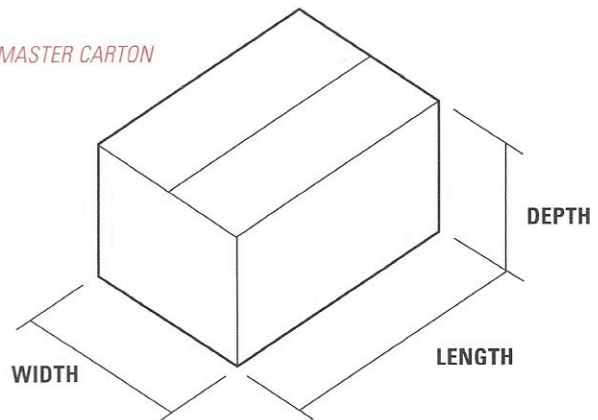


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PRODUCT PACKAGING (SKU)



MASTER CARTON



DESCRIPTION	QTY.	VOLUME UNIT PRICE	AVAILABILITY	UPC	DIMENSIONS	CUBIC FT.	WEIGHT (LBS)
N64 / SYSTEMS							
NUS S N018: Atomic Purple Bundle Single Unit Master Case (4 Units)		\$94.00		0 00 45496 85024 1 2 00 45496 85024 5	21.75W x 12.00D x 4.87H 22.12W x 20.37D x 13.06H	0.73 3.40	5.46 24.84
NUS S TMMD: Donkey Kong 64 Bundle Single Unit Master Case (4 Units)		\$122.50		0 00 45496 85042 5 2 00 45496 85042 9	16.14W x 4.81H x 12.00D 12.50W x 20.40L x 17.10D	0.54 2.25	5 22.49
NUS S HBEP: Star Wars Episode 1: Racer Bundle Single Unit Master Case (4 Units)		\$94.00		0 00 45496 85038 8 2 00 45496 85038 2	16.14W x 4.81H x 12.00D 12.50W x 20.40L x 17.10D	0.54 2.25	5 22.49
NUS S HQPO: Pokemon Stadium Bundle Single Unit Master Case (4 Units)		\$141.50		0 00 45496 85073 9 2 00 45496 85073 3	21.75W x 12.00D x 4.87H 22.12W x 20.37D x 13.06H	0.73 3.40	6.12 27.18
NUS S TBB: N64 Funtastic Series - Ice Single Unit Master Case (3 Units)		\$94.00		0 00 45496 85053 1 2 00 45496 85053 5	16.25L x 12.00H x 4.45D 17.00L x 14.25W x 13.25D	0.50 1.85	4.4 15.21
NUS S TMB: N64 Funtastic Series - Jungle Green Single Unit Master Case (3 Units)		\$94.00		0 00 45496 85054 8 2 00 45496 85054 2	16.25L x 12.00H x 4.45D 17.00L x 14.25W x 13.25D	0.50 1.85	4.4 15.21
NUS S SGB: N64 Funtastic Series - Smoke Single Unit Master Case (3 Units)		\$94.00		0 00 45496 85058 6 2 00 45496 85058 0	16.25L x 12.00H x 4.45D 17.00L x 14.25W x 13.25D	0.50 1.85	4.4 15.21
NUS S TRB: N64 Funtastic Series - Watermelon Single Unit Master Case (3 Units)		\$94.00		0 00 45496 85055 5 2 00 45496 85055 9	16.25L x 12.00H x 4.45D 17.00L x 14.25W x 13.25D	0.50 1.85	4.4 15.21
NUS S TGB: N64 Funtastic Series - Grape Single Unit Master Case (3 Units)		\$94.00		0 00 45496 85057 9 2 00 45496 85057 3	16.25L x 12.00H x 4.45D 17.00L x 14.25W x 13.25D	0.50 1.85	4.4 15.21
NUS S TOB: N64 Funtastic Series - Fire Single Unit Master Case (3 Units)		\$94.00		0 00 45496 85056 2 2 00 45496 85056 6	16.25L x 12.00H x 4.45D 17.00L x 14.25W x 13.25D	0.50 1.85	4.4 15.21

DESCRIPTION	QTY.	VOLUME UNIT PRICE	AVAILABILITY	UPC	DIMENSIONS	CUBIC FT.	WEIGHT (LBS)
N64 / ACCESSORIES							
NUS A CB: N64 Controller - Blue Single Unit Inner Case (3 units) Master Case (12 units)		\$21.50		0 00 45496 86006 6 1 00 45496 86006 3 2 00 45496 86006 0	8.000W x 3.000D x 6.75H 9.500W x 7.000D x 8.50H 29.00W x 10.50D x 9.75H	0.09 0.32 1.72	0.79 2.69 12.59
NUS A CK: N64 Controller - Black Single Unit Inner Case (3 units) Master Case (12 units)		\$21.50		0 00 45496 86007 3 1 00 45496 86007 0 2 00 45496 86007 7	8.000W x 3.000D x 6.75H 9.500W x 7.000D x 8.50H 29.00W x 10.50D x 9.75H	0.09 0.32 1.72	0.79 2.69 12.59
NUS A CM: N64 Controller - Green Single Unit Inner Case (3 units) Master Case (12 units)		\$21.50		0 00 45496 86003 5 1 00 45496 86003 2 2 00 45496 86003 9	8.000W x 3.000D x 6.75H 9.500W x 7.000D x 8.50H 29.00W x 10.50D x 9.75H	0.09 0.32 1.72	0.79 2.69 12.59
NUS A CR: N64 Controller - Red Single Unit Inner Case (3 units) Master Case (12 units)		\$21.50		0 00 45496 86005 9 1 00 45496 86005 6 2 00 45496 86005 3	8.000W x 3.00D x 6.75H 9.500W x 7.00D x 8.50H 29.00W x 0.50D x 9.75H	0.09 0.32 1.72	0.79 2.69 12.59
NUS A CSG: N64 Fantastic Controller - Smoke Single Unit Master Case (6 units)		\$21.50		0 00 45496 86029 5 2 00 45496 86029 9	9.000W x 3.120D x 11.75H 12.25W x 10.00D x 20.12L	0.191 1.42	0.86 6.35
NUS A CTB: N64 Fantastic Controller - Ice Single Unit Master Case (6 units)		\$21.50		0 00 45496 86024 0 2 00 45496 86024 7	9.000W x 3.120D x 11.75H 12.25W x 10.00D x 20.12L	0.191 1.42	0.86 6.35
NUS A CTG: N64 Fantastic Controller - Grape Single Unit Master Case (6 units)		\$21.50		0 00 45496 86025 7 2 00 45496 86025 1	9.000W x 3.120D x 11.75H 12.25W x 10.00D x 20.12L	0.191 1.42	0.86 6.35
NUS A CTM: N64 Fantastic Controller - Jungle Green Single Unit Master Case (6 units)		\$21.50		0 00 45496 86026 4 2 00 45496 86026 8	9.000W x 3.120D x 11.75H 12.25W x 10.00D x 20.12L	0.191 1.42	0.86 6.35
NUS A CTO: N64 Fantastic Controller - Fire Single Unit Master Case (6 units)		\$21.50		0 00 45496 86028 8 2 00 45496 86028 2	9.000W x 3.120D x 11.75H 12.25W x 10.00D x 20.12L	0.191 1.42	0.86 6.35
NUS A CTR: N64 Fantastic Controller - Watermelon Single Unit Master Case (6 units)		\$21.50		0 00 45496 86027 1 2 00 45496 86027 5	9.000W x 3.120D x 11.75H 12.25W x 10.00D x 20.12L	0.191 1.42	0.86 6.35
NUS A CY: N64 Controller - Yellow Single Unit Inner Case (3 units) Master Case (12 units)		\$21.50		0 00 45496 86004 2 1 00 45496 86004 9 2 00 45496 86004 6	8.000W x 3.000D x 6.75H 9.500W x 7.000D x 8.50H 29.00W x 10.50D x 9.75H	0.09 0.32 1.72	0.79 2.69 12.59
NUS A LK: N64 Cleaning Kit Single Unit Inner Case (6 units) Master Case (24 units)		\$7.50		0 00 45496 86013 4 1 00 45496 86013 1 2 00 45496 86013 8	7.000W x 5.0 D x 1.23H 8.460L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33-0.60 2.62-3.84 13.46-17.00
NUS A PA2: N64 Controller Pak Single Unit Master Case (10 units)		\$7.50		0 00 45496 86036 3 2 00 45496 86036 7	7.000W x 9.00H x 2.60D 16.06L x 9.50W x 8.00D	0.094 0.7	0.19 2.63
NUS A PB2: N64 Rumble Pak Single Unit Master Case (10 units)		\$14.50		0 00 45496 86035 6 2 00 45496 86035 0	7.000W x 9.00H x 0.60D 16.06L x 9.50W x 8.00D	0.094 0.7	0.35 4.23
NUS A PC: N64 Transfer Pak Single Unit Master Case (10 units)		\$14.50		0 00 45496 86021 9 2 00 45496 86021 3	7.00W x 9.00H x 2.60D 20.25L x 9.50W x 8.00D	0.094 0.89	0.34 4.23
NUS A RR2: N64 RF Switch Set Single Unit Master Case (10 units)		\$10.50		0 00 45496 86038 7 2 00 45496 86038 1	7.00W x 9.00H x 2.60D 16.06L x 9.50W x 8.00D	0.094 0.7	0.44 5.13
NUS A TB2: N64 Expansion Pak Single Unit Master Case (10 units)		\$21.50		0 00 45496 86037 0 2 00 45496 86037 4	7.00W x 9.00H x 2.60D 16.06L x 9.50W x 8.00D	0.094 0.7	0.21 2.83

DESCRIPTION	TYPE	VOLUME PRICE	AVAILABILITY	UPC	DIMENSIONS	CUBIC FEET	WEIGHT (LBS)
N64 / GAME PAKS							
NUS P CFZE: F-Zero X Single Unit Inner Case (6 units) Master Case (24 units)	Racing	\$25.00		0 00 45496 87028 7 1 00 45496 87028 4 2 00 45496 87028 1	7.00 W x 5.00 D x 1.25 H 8.46 L x 5.38 W x 7.67 D 22.51 L x 9.37 W x 9.44 D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P CZLE: The Legend of Zelda: The Ocarina of Time Single Unit Inner Case (6 units) Master Case (24 units)	Adventure/RPG	\$32.00		0 00 45496 87004 1 1 00 45496 87004 8 2 00 45496 87004 5	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NALE: Super Smash Bros. Single Unit Inner Case (6 units) Master Case (24 units)	Action/Fighting	\$42.00		0 00 45496 87046 1 1 00 45496 87046 8 2 00 45496 87046 5	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NB7E: Banjo-Tooie Single Unit Inner Case (6 units) Master Case (24 units)	Action/Adventure	\$42.00		0 00 45496 87072 0 1 00 45496 87072 7 2 00 45496 87072 4	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NBDE: Bomberman Hero Single Unit Inner Case (6 units) Master Case (24 units)	Action/Adventure	\$25.00		0 00 45496 87031 7 1 00 45496 87031 4 2 00 45496 87031 1	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NBKE: Banjo-Kazooie Single Unit Inner Case (6 units) Master Case (24 units)	Action/Adventure	\$32.00		0 00 45496 87020 1 1 00 45496 87020 8 2 00 45496 87020 5	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NBME: Bomberman 64 Single Unit Inner Case (6 units) Master Case (24 units)	Adventure	\$25.00		0 00 45496 87022 5 1 00 45496 87022 2 2 00 45496 87022 9	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NCCE: Command & Conquer Single Unit Inner Case (6 units) Master Case (24 units)	Real-Time Strategy	\$42.00		0 00 45496 87045 4 1 00 45496 87045 1 2 00 45496 87045 8	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NCKE: NBA Courtside 2: Featuring Kobe Bryant Single Unit Inner Case (6 units) Master Case (24 units)	Sports	\$42.00		0 00 45496 87053 9 1 00 45496 87053 6 2 00 45496 87053 3	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NCUE: Cruis'n USA Single Unit Inner Case (6 units) Master Case (24 units)	Racing	\$32.00		0 00 45496 87014 0 1 00 45496 87014 7 2 00 45496 87014 4	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NCWE: Cruis'n World Single Unit Inner Case (6 units) Master Case (24 units)	Racing	\$42.00		0 00 45496 87025 6 1 00 45496 87025 3 2 00 45496 87025 0	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NDYE: Diddy Kong Racing Single Unit Inner Case (6 units) Master Case (24 units)	Racing	\$32.00		0 00 45496 87023 2 1 00 45496 87023 9 2 00 45496 87023 6	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NEPE: Star Wars Episode I: Racer Single Unit Inner Case (6 units) Master Case (24 units)	Racing	\$25.00		0 00 45496 87041 6 1 00 45496 87041 6 2 00 45496 87041 0	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NFWE: F-1 World Grand Prix Single Unit Inner Case (6 units) Master Case (24 units)	Racing	\$25.00		0 00 45496 87032 4 1 00 45496 87032 1 2 00 45496 87032 8	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NFXE: Star Fox 64 Single Unit Inner Case (6 units) Master Case (24 units)	Action/Adventure	\$32.00		0 00 45496 87027 0 1 00 45496 87027 7 2 00 45496 87027 4	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NGEE: GoldenEye 007 Single Unit Inner Case (6 units) Master Case (24 units)	Action/Adventure	\$32.00		0 00 45496 87007 2 1 00 45496 87007 9 2 00 45496 87007 6	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NJFE: Jet Force Gemini Single Unit Inner Case (6 units) Master Case (24 units)	Action	\$42.00		0 00 45496 87035 5 1 00 45496 87035 2 2 00 45496 87035 9	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NK4E: Kirby 64: The Crystal Shards Single Unit Inner Case (6 units) Master Case (24 units)	Adventure	\$42.00		0 00 45496 87071 3 1 00 45496 87071 0 2 00 45496 87071 7	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00

DESCRIPTION	TYPE	PRICE	AVAILABILITY	UPC	DIMENSIONS	CUBIC FEET	WEIGHT (LBS)
NUS P NKGE: Major League Baseball Featuring Ken Griffey Jr. Single Unit Inner Case (6 units) Master Case (24 units)	Sports/Basketball	\$25.00		0 00 45496 87015 7 1 00 45496 87015 4 2 00 45496 87015 1	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NKTE: Mario Kart 64 Single Unit Inner Case (6 units) Master Case (24 units)	Racing	\$32.00		0 00 45496 87002 7 1 00 45496 87002 4 2 00 45496 87002 1	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NMFE: Mario Golf Single Unit Inner Case (6 units) Master Case (24 units)	Sports/Golf	\$42.00		0 00 45496 87036 2 1 00 45496 87036 9 2 00 45496 87036 6	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NMWE: Mario Party 2 Single Unit Inner Case (6 units) Master Case (24 units)	Board Game Action/Adventure	\$42.00		0 00 45496 87069 0 1 00 45496 87069 7 2 00 45496 87069 4	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NMXE: Excitebike 64 Single Unit Inner Case (6 units) Master Case (24 units)	Racing	\$42.00		0 00 45496 87052 2 1 00 45496 87052 9 2 00 45496 87052 6	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NNBE: Kobe Bryant in NBA Courtside Single Unit Inner Case (6 units) Master Case (24 units)	Sports/Basketball	\$16.50		0 00 45496 87026 3 1 00 45496 87026 0 2 00 45496 87026 7	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NPDE: Perfect Dark Single Unit Inner Case (6 units) Master Case (24 units)	Action	\$50.00		0 00 45496 87051 5 1 00 45496 87051 2 2 00 45496 87051 9	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NPFE: Pokemon Snap Single Unit Inner Case (6 units) Master Case (24 units)	Photo Adventure	\$42.00		0 00 45496 87047 8 1 00 45496 87047 5 2 00 45496 87047 2	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NRIE: The New Tetris Single Unit Inner Case (6 units) Master Case (24 units)	Puzzle	\$42.00		0 00 45496 87042 3 1 00 45496 87042 0 2 00 45496 87042 7	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NRSE: Star Wars: Rogue Squadron Single Unit Inner Case (6 units) Master Case (24 units)	Space Combat	\$32.00		0 00 45496 87037 9 1 00 45496 87037 6 2 00 45496 87037 3	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NRZE: Ridge Racer 64 Single Unit Inner Case (6 units) Master Case (24 units)	Racing	\$42.00		0 00 45496 87054 6 1 00 45496 87054 3 2 00 45496 87054 0	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NSME: Super Mario 64 Single Unit Inner Case (6 units) Master Case (24 units)	Action	\$32.00		0 00 45496 87001 0 1 00 45496 87001 7 2 00 45496 87001 4	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NSQE: StarCraft 64 Single Unit Inner Case (6 units) Master Case (24 units)	Real Time Strategy	\$42.00		0 00 45496 87049 2 1 00 45496 87049 9 2 00 45496 87049 6	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NTEE: 1080° Snowboarding Single Unit Inner Case (6 units) Master Case (24 units)	Racing	\$32.00		0 00 45496 87024 9 1 00 45496 87024 6 2 00 45496 87024 3	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NWLE: Waialae Country Club: True Golf Classic Single Unit Inner Case (6 units) Master Case (24 units)	Sports/Golf	\$25.00		0 00 45496 87030 0 1 00 45496 87030 7 2 00 45496 87030 4	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS P NYSE: Yoshi's Story Single Unit Inner Case (6 units) Master Case (24 units)	Action/Adventure	\$32.00		0 00 45496 87017 1 1 00 45496 87017 8 2 00 45496 87017 5	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.33 - 0.60 2.62 - 3.84 13.46 - 17.00
NUS R NDOE: Donkey Kong 64 Single Unit Inner Case (6 units) Master Case (24 units)	Action	\$50.00		0 00 45496 87029 4 1 00 45496 87029 1 2 00 45496 87029 8	7.00W x 5.00D x 1.25H 8.46L x 5.38W x 7.67D 22.51L x 9.37W x 9.44D	0.03 0.20 1.15	0.48 3.17 13.80
NUS R NPQE: Pokemon Stadium Single Unit Inner Case (3 units) Master Case (12 units)	Pokemon Battles	\$50.00		0 00 45496 87050 8 1 00 45496 87050 5 2 00 45496 87050 2	7.00L x 5.00H x 3.35D 10.62L x 5.31W x 7.67D 22.04L x 11.41W x 8.85D	0.06 0.25 1.28	0.77 2.55 11.82

DESCRIPTION	QTY.	VOLUME UNIT PRICE	AVAILABILITY	UPC	DIMENSIONS	CUBIC FT.	WEIGHT (LBS)
GAME BOY / SYSTEMS							
CGB S BA: Game Boy Color - Teal Single Unit Inner Case (6 units) Master Case (24 units)		\$68.00		0 00 45496 71080 4 1 00 45496 71080 1 2 00 45496 71080 8	5.240W x 6.18D x 1.54H 10.16L x 5.71W x 6.77D 23.74L x 11.22W x 8.47D	0.03 0.23 1.31	0.60 3.86 17.09
CGB S LMA: Game Boy Color - Kiwi Single Unit Inner Case (6 units) Master Case (24 units)		\$68.00		0 00 45496 71078 1 1 00 45496 71078 8 2 00 45496 71078 5	5.24W x 6.18D x 1.54H 10.16L x 5.71W x 6.77D 23.74L x 11.22W x 8.47D	0.03 0.23 1.31	0.60 3.86 17.09
CGB S PUA: Game Boy Color - Grape Single Unit Inner Case (6 units) Master Case (24 units)		\$68.00		0 00 45496 71061 3 1 00 45496 71061 0 2 00 45496 71061 7	5.24W x 6.18D x 1.54H 10.16L x 5.71W x 6.77D 23.74L x 11.22W x 8.47D	0.03 0.23 1.31	0.60 3.86 17.09
CGB S RA: Game Boy Color - Berry Single Unit Inner Case (6 units) Master Case (24 units)		\$68.00		0 00 45496 71077 4 1 00 45496 71077 1 2 00 45496 71077 8	5.24W x 6.18D x 1.54H 10.16L x 5.71W x 6.77D 23.74L x 11.22W x 8.47D	0.03 0.23 1.31	0.60 3.86 17.09
CGB S SPA: Game Boy Color - Atomic Purple Single Unit Inner Case (6 units) Master Case (24 units)		\$68.00		0 00 45496 71043 9 1 00 45496 71043 6 2 00 45496 71043 3	5.24W x 6.18D x 1.54H 10.16L x 5.71W x 6.77D 23.74L x 11.22W x 8.47D	0.03 0.23 1.31	0.60 3.86 17.09
CGB S YA: Game Boy Color - Dandelion Single Unit Inner Case (6 units) Master Case (24 units)		\$68.00		0 00 45496 71079 8 1 00 45496 71079 5 2 00 45496 71079 2	5.24W x 6.18D x 1.54H 10.16L x 5.71W x 6.77D 23.74L x 11.22W x 8.47D	0.03 0.23 1.31	0.60 3.86 17.09
GBD S BAA: Game Boy Camera - Blue Single Unit Inner Case (6 units) Master Case (24 units)		\$37.50		0 00 45496 71051 4 1 00 45496 71051 1 2 00 45496 71051 8	5.15W x 1.75D x 5.75H 11.25L x 5.60W x 6.25D 23.15L x 12.15W x 7.75D	0.03 0.23 1.26	0.34 2.42 11.68
GBD S MAA: Game Boy Camera - Green Single Unit Inner Case (6 units) Master Case (24 units)		\$37.50		0 00 45496 71044 6 1 00 45496 71044 3 2 00 45496 71044 0	5.15W x 1.75D x 5.75H 11.25L x 5.60W x 6.25D 23.15L x 12.15W x 7.75D	0.03 0.23 1.26	0.34 2.42 11.68
GBD S RAA: Game Boy Camera - Red Single Unit Inner Case (6 units) Master Case (24 units)		\$37.50		0 00 45496 71048 4 1 00 45496 71048 1 2 00 45496 71048 8	5.15W x 1.75D x 5.75H 11.25L x 5.60W x 6.25D 23.15L x 12.15W x 7.75D	0.03 0.23 1.26	0.34 2.42 11.68
GBD S YAA: Game Boy Camera - Yellow Single Unit Inner Case (6 units) Master Case (24 units)		\$37.50		0 00 45496 71049 1 1 00 45496 71049 8 2 00 45496 71049 5	5.15W x 1.75D x 5.75H 11.25L x 5.60W x 6.25D 23.15L x 12.15W x 7.75D	0.03 0.23 1.26	0.34 2.42 11.68
GBP S GB: Game Boy Printer Single Unit Inner Case (6 units) Master Case (24 units)		\$48.00		0 00 45496 71045 3 1 00 45496 71045 0 2 00 45496 71045 7	5.15W x 2.60D x 7.10H 10.60L x 8.40W x 7.70D 22.00L x 17.90W x 9.15D	0.05 0.40 2.08	1.01 6.59 29.36

GAME BOY / ACCESSORIES

GBP A P3A: Game Boy Printer Paper Single Carton (3 Units) Master Case (24 Units)		\$7.00		0 00 45496 72013 1 2 00 45496 72013 5	5.15W x 1.40D x 5.75H 12.50L x 9.65W x 6.30D	0.02 0.44	0.19 5.65
MGB A AD3: Game Boy AC Adapter Single Unit Master Case (10 Units)		\$14.50		0 00 45496 72021 6 2 00 45496 72021 0	7.00W x 2.60D x 9.00H 9.50W x 8.00D x 21.25L	0.094 0.93	0.70 7.85
MGB A TS: Game Boy Universal Game Link Cable Set Single Carton (1 Unit) Master Case (60 Units)		\$7.00		0 00 45496 72015 5 2 00 45496 72015 9	5.15W x 1.40D x 5.75H 29.72L x 10.23W x 7.87D	0.02 1.38	0.19 12.56
MGB A TS2: Universal Game Link Cable Set Single Unit Master Case (10 Units)		\$7.00		0 00 45496 72020 9 2 00 45496 72020 3	7.00W x 2.60D x 9.00H 9.50W x 8.00D x 16.06L	0.094 0.70	.21 2.83

MINI POCKET GAME

MPG U YPKE: Pokemon Pikachu Single Unit Master Case (24 units)		\$15.00		0 00 45496 72014 8 2 00 45496 72014 2	7.30W x 2.25D x 8.62H 19.25L x 9.75D x 15.50W	0.08 1.68	0.22 6.62
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DESCRIPTION	TYPE	VOLUME UNIT PRICE	UPC
GAME BOY / GAME PAKS			
(1) Color Compatible with Game Boy and Game Boy Color Hardware (2) Exclusive only to Game Boy Color Hardware			
CGB P AHYE: Super Mario Bros. Deluxe (2) Single Unit Inner Case (6 units) Master Case (48 units)	Action	\$21.50	0 00 45496 73092 5 1 00 45496 73092 2 2 00 45496 73092 9
CGB P ARNE: Mickey's Racing Adventure (2) Single Unit Inner Case (6 units) Master Case (48 units)	Racing w/Adventure Elements	\$25.00	0 00 45496 73101 4 1 00 45496 73101 1 2 00 45496 73101 8
CGB P AV4E: Bionic Commando: Elite Forces (2) Single Unit Inner Case (6 units) Master Case (48 units)	Platform/Action	\$21.50	0 00 45496 73106 9 1 00 45496 73106 6 2 00 45496 73106 3
CGB P AW8A: Wario Land 3 (2) Single Unit Inner Case (6 units) Master Case (48 units)	Adventure/Puzzle	\$21.50	0 00 45496 73113 7 1 00 45496 73113 4 2 00 45496 73113 1
CGB P AWXE: Mario Golf (2) Single Unit Inner Case (6 units) Master Case (48 units)	Sports/Golf	\$21.50	0 00 45496 73096 3 1 00 45496 73096 0 2 00 45496 73096 7
CGB P AYAE: Ken Griffey, Jr's Slugfest (2) Single Unit Inner Case (6 units) Master Case (48 units)	Sports	\$21.50	0 00 45496 73091 8 1 00 45496 73091 5 2 00 45496 73091 2
CGB P AYJE: Crystalis (2) Single Unit Inner Case (6 units) Master Case (48 units)	Action/RPG	\$21.50	0 00 45496 73105 2 1 00 45496 73105 9 2 00 45496 73105 6
CGB P BDDE: Donkey Kong Country (2) Single Unit Inner Case (6 units) Master Case (48 units)	Action	\$21.50	0 00 45496 73118 2 1 00 45496 73118 9 2 00 45496 73118 6
CGB P BWLE: Warlocked (2) Single Unit Inner Case (6 units) Master Case (48 units)	Fantasy Strategy/Adventure	\$21.50	0 00 45496 73116 8 1 00 45496 73116 5 2 00 45496 73116 2
CGB P VPDE: Perfect Dark (2) Single Unit Inner Case (6 units) Master Case (48 units)	Action	\$25.00	0 00 45496 73117 5 1 00 45496 73117 2 2 00 45496 73117 9
CGB P VYHE: Star Wars Episode One: Racer (2) Single Unit Inner Case (6 units) Master Case (48 units)	Racing	\$25.00	0 00 45496 73097 0 1 00 45496 73097 7 2 00 45496 73097 4
DMG P ACNE: Quest for Camelot (1) Single Unit Inner Case (6 units) Master Case (48 units)	Adventure	\$21.50	0 00 45496 73080 2 1 00 45496 73080 9 2 00 45496 73080 6
DMG P ACRE: Conker's Pocket Tales (1) Single Unit Inner Case (6 units) Master Case (48 units)	RPG - Action	\$21.50	0 00 45496 73077 2 1 00 45496 73077 9 2 00 45496 73077 6
DMG P ACVE: NBA 3 on 3 Featuring Kobe Bryant (1) Single Unit Inner Case (6 units) Master Case (48 units)	Sports Basketball	\$21.50	0 00 45496 73103 8 1 00 45496 73103 5 2 00 45496 73103 2
DMG P AGLE: Game & Watch Gallery 2 (1) Single Unit Inner Case (6 units) Master Case (48 units)	Arcade	\$21.50	0 00 45496 73070 3 1 00 45496 73070 0 2 00 45496 73070 7
DMG P AGQE: Game & Watch Gallery 3 (1) Single Unit Inner Case (6 units) Master Case (48 units)	Arcade/Puzzle	\$21.50	0 00 45496 73102 1 1 00 45496 73102 8 2 00 45496 73102 5
DMG P APAE: Pokemon - Red Single Unit Inner Case (6 units) Master Case (48 units)	Role-Playing	\$21.50	0 00 45496 73073 4 1 00 45496 73073 1 2 00 45496 73073 8
DMG P APEE: Pokemon - Blue Single Unit Inner Case (6 units) Master Case (48 units)	Role-Playing	\$21.50	0 00 45496 73082 6 1 00 45496 73082 3 2 00 45496 73082 0

DESCRIPTION	TYPE	VOLUME UNIT PRICE	UPC
DMG P APSE: Pokemon Yellow Version: Special Pikachu Edition (1) Single Unit Inner Case (6 units) Master Case (48 units)	Role-Playing	\$21.50	0 00 45496 73089 5 1 00 45496 73089 2 2 00 45496 73089 9
DMG P ATEA: Tetris DX (1) Single Unit Inner Case (6 units) Master Case (48 units)	Puzzle	\$21.50	0 00 45496 73084 0 1 00 45496 73084 7 2 00 45496 73084 4
DMG P AVUE: Beauty and the Beast: Board Game Adventure (1) Single Unit Inner Case (6 units) Master Case (48 units)	Adventure	\$21.50	0 00 45496 73098 7 1 00 45496 73098 4 2 00 45496 73098 1
DMG P AWHE: R-Type DX (1) Single Unit Inner Case (6 units) Master Case (48 units)	Shooter	\$21.50	0 00 45496 73093 2 1 00 45496 73093 9 2 00 45496 73093 6
DMG P AWLE: Wario Land 2 (1) Single Unit Inner Case (6 units) Master Case (48 units)	Action/Adventure	\$21.50	0 00 45496 73088 8 1 00 45496 73088 5 2 00 45496 73088 2
DMG P AXQE: Pokemon Trading Card (1) Single Unit Inner Case (6 units) Master Case (48 units)	Strategy/RPG	\$21.50	0 00 45496 73104 5 2 00 45496 73104 2 2 00 45496 73104 9
DMG P AZLE: The Legend of Zelda: Link's Awakening DX (1) Single Unit Inner Case (6 units) Master Case (48 units)	Adventure	\$21.50	0 00 45496 73085 7 1 00 45496 73085 4 2 00 45496 73085 1
DMG P MQ: Super Mario Land 2 - 6 Golden Coins Single Unit Inner Case (6 units) Master Case (48 units)	Action/Adventure	\$14.50	0 00 45496 73025 3 1 00 45496 73025 0 2 00 45496 73025 7
DMG P VPHE: Pokemon Pinball (1) Single Unit Inner Case (6 units) Master Case (48 units)	Pinball	\$25.00	0 00 45496 73090 1 1 00 45496 73090 8 2 00 45496 73090 5
GAME PAK	DIMENSIONS (INCHES)	CUBIC FEET	WEIGHT (POUNDS)
Single Unit Inner Case (3 units) Master Case (12 units)	4.90W x 0.94D x 4.90H 6.30L x 5.38W x 5.50D 22.75L x 12.00W x 7.50D	0.01 0.11 1.18	0.13 - 0.18 0.97 - 1.22 9.48 - 11.50

DESCRIPTION	QTY.	VOLUME UNIT PRICE	AVAILABILITY	UPC	DIMENSIONS (L x W x H)	CUBIC FT.	WEIGHT (LBS)
OFFICIAL NINTENDO POWER PLAYER'S GUIDES							
NES B GD48: The Legend of Zelda: Majora's Mask Single Unit Inner Case Master	1 6 30	\$7.50	Nov. '00	0 00 45496 69183 7 1 00 45496 69183 4 2 00 45496 69183 1	TBD	TBD	TBD
NES B GD47: Pokémon - Gold & Silver Single Unit Inner Case Master	1 6 30	\$7.50	Oct. '00	0 00 45496 69182 0 1 00 45496 69182 7 2 00 45496 69182 4	TBD	TBD	TBD
NES B GD46: Banjo-Tooie Single Unit Inner Case Master	1 6 30	\$7.50	Aug. '00	0 00 45496 69181 3 1 00 45496 69181 0 2 00 45496 69181 7	TBD	TBD	TBD
NES B GD44: Pokémon Trading Card Game Single Unit Inner Case Master	1 6 30	\$7.50	Immediate	0 00 45496 69179 0 1 00 45496 69179 7 2 00 45496 69179 4	10.875L x 8.500W x 0.188H 10.875L x 8.500W x 1.125H 11.000L x 8.625W x 7.500H	0.01 0.06 0.42	0.68 4.09 21.05
NES B GD43: Pokémon TV Animation Comic: I CHOOSE YOU! Single Unit Inner Case Master	1 12 36	\$5.00	Immediate	0 00 45496 69178 3 1 00 45496 69178 0 2 00 45496 69178 7	10.125L x 6.625W x 0.250H 10.125L x 6.625W x 3.000H 10.500L x 7.500W x 9.500H	0.009 0.10 0.43	0.59 7.07 22.03
NES B GD42: Perfect Dark Single Unit Inner Case Master	1 6 24	\$7.50	5/08/00	0 00 45496 69165 3 1 00 45496 69165 0 2 00 45496 69165 7	10.875L x 8.500W x 0.280H 10.875L x 8.500W x 3.600H 11.000L x 8.625W x 8.000H	0.01 0.09 0.42	1.08 6.50 27.00
NES B GD41: Donkey Kong 64 Single Unit Inner Case Master	1 12 36	\$7.50	Immediate	0 00 45496 69164 6 1 00 45496 69164 3 2 00 45496 69164 0	10.875L x 8.500W x 0.188H 10.875L x 8.500W x 2.250H 11.000L x 8.625W x 8.000H	0.01 0.09 0.42	0.75 9.04 27.69
NES B GD40: Pokémon Stadium Single Unit Inner Case Master	1 6 24	\$7.50	Immediate	0 00 45496 69163 9 1 00 45496 69163 6 2 00 45496 69163 3	10.875L x 8.500W x 0.300H 10.875L x 8.500W x 1.800H 11.125L x 8.625W x 8.500H	0.01 0.10 0.42	1.16 7.00 28.60
NES B GD39: Pokémon Special Edition Single Unit Inner Case Master	1 12 36	\$7.50	Immediate	0 00 45496 69162 2 1 00 45496 69162 9 2 00 45496 69162 6	10.875L x 8.500W x 0.188H 10.875L x 8.500W x 2.220H 11.125L x 8.625W x 8.500H	0.01 0.09 0.42	0.72 8.72 26.77
NES B GD38: Jet Force Gemini Single Unit Inner Case Master	1 12 36	\$3.75 reduced	Immediate	0 00 45496 69161 5 1 00 45496 69161 2 2 00 45496 69161 9	10.875L x 8.500W x 0.188H 10.870L x 8.500W x 2.220H 11.125L x 8.625W x 8.500H	0.01 0.09 0.42	0.76 9.16 28.06
NES B GD37: Pokémon Snap Single Unit Inner Case Master	1 12 36	\$5.00	Immediate	0 00 45496 69160 8 1 00 45496 69160 5 2 00 45496 69160 2	10.875L x 8.500W x 0.188H 10.875L x 8.500W x 2.220H 11.125L x 8.625W x 7.500H	0.01 0.09 0.42	0.58 6.91 22.17
NES B GD36: StarWars: Episode I: Racer Single Unit Inner Case Master	1 6 30	\$7.50	Immediate	0 00 45496 69159 2 1 00 45496 69159 9 2 00 45496 69159 6	10.190L x 8.000W x 0.180H 10.190L x 8.000W x 1.080H 10.750L x 8.500W x 7.500H	0.01 0.05 0.39	0.58 3.53 18.17
NES B GD35: StarWars: Rogue Squadron Single Unit Inner Case Master	1 6 30	\$6.50	Immediate	0 00 45496 69158 5 1 00 45496 69158 2 2 00 45496 69158 9	10.190L x 8.000W x 0.180H 10.190L x 8.000W x 1.080H 10.750L x 8.500W x 7.500H	0.01 0.05 0.39	0.58 3.56 18.47
NES B GD34: The Legend of Zelda: Ocarina of Time Single Unit Inner Case Master	1 6 30	\$6.50	Immediate	0 00 45496 69145 5 1 00 45496 69145 2 2 00 45496 69145 9	10.190L x 8.000W x 0.220H 10.190L x 8.000W x 1.300H 10.750L x 8.500W x 7.500H	0.01 0.06 0.39	0.66 4.00 20.53
NES B GD33: Pokémon Single Unit Inner Case Master	1 6 30	\$6.50	Immediate	0 00 45496 69144 8 1 00 45496 69144 5 2 00 45496 69144 2	10.190L x 8.000W x 0.220H 10.190L x 8.000W x 1.300H 10.750L x 8.500W x 7.500H	0.01 0.06 0.39	0.60 3.64 18.70
NES B GD28: GoldenEye 007 Single Unit Inner Case Master	1 6 30	\$6.50	Immediate	0 00 45496 69130 1 1 00 45496 69130 8 2 00 45496 69130 5	10.190L x 8.000W x 0.220H 10.190L x 8.000W x 1.300H 10.750L x 8.500W x 7.500H	0.01 0.06 0.39	0.63 3.78 19.44
NES B GD23: Super Mario 64 Single Unit Inner Case Master	1 6 30	\$6.50	Immediate	0 00 45496 69111 0 1 00 45496 69111 7 2 00 45496 69111 4	10.190L x 8.000L x 0.190 10.190L x 8.000L x 1.250 10.750L x 8.500L x 7.800	0.009 0.06 0.41	0.55 3.31 17.05

NEW ACCOUNT ORDER REQUIREMENTS

EFFECTIVE JUNE 2000

- Nintendo of America Inc. (Nintendo) must agree that the prospective customer has the potential to purchase and pay for at cost \$300,000 during the period of this sales program.
- All order forms must be legible and complete in order to avoid order processing delay.
- Orders must be written in case quantities only (Volume Dealer Program) or Dealer may elect to participate in the Nintendo Inventory Management System (NIMS) Program or Direct-to-Consumer Program. Please see the current published program for the general requirements and benefits of these programs.
- New accounts are required to complete and sign a Nintendo Credit Application and must be approved by Nintendo for a minimum credit line of \$50,000.
- Dealer must provide audited or reviewed financial statements to Nintendo's Credit Department if dealer desires that Nintendo extends credit.
- If customer's purchase order is not available at the time the order is written, the buyer's signature is required on the Nintendo Order Form with customer's purchase order to follow.
- A complete address list of the customer's retail outlets is required for operational and administrative use.
- In addition to the signed credit application, the following forms must be completed and submitted so that Nintendo has all the information required to establish a customer profile, fulfill display requests, and ensure adequate product availability:
 1. Nintendo Order Form or customer's purchase order
 2. Retail Outlets – Address Listing
 3. Merchandising Profile & Materials Order Form
- Unless otherwise approved by Nintendo, initial release of \$25,000 must be scheduled for shipment prior to the end of the first shipping month for volume pricing. This excludes future product not yet available.
- Requirements for dealer volume pricing are listed in the Dealer Programs. Nintendo of America Inc. reserves the right not to add to the distribution of the Nintendo 64 and Game Boy product lines.

FY '01 DEALER SALES PROGRAM

JUNE 2000 — VOLUME DEALER SALES PROGRAM

MINIMUM OPENING ORDER

\$25,000.00 for immediate shipment.

MINIMUM REORDER

\$2,500.00

PRODUCT MIX

Dealers are eligible for the Volume Dealer Program for a product line if they provide preferred vendor product location at retail and carry a representative line at retail during the program period of hardware, software, and accessories for the particular product line.

PAYMENT TERMS

Net 60 days.

SHIPPING TERMS

F.O.B. destination. Freight prepaid on orders of \$2,500.00 or more for one shipment to a single location in the contiguous U.S.

A 5% handling charge will be applied to Nintendo invoices for "drop shipments" to multiple locations or individual store, pick, pack, mark and invoice multiple location customers.

ADVERTISING / PROMOTION

See Retail Marketing Program for details.

MERCHANDISING

See Retail Marketing Program for details.

SPECIAL ALLOWANCE

3% warehouse allowance for Game Boy orders shipped to customer's warehouse/distribution center will be deducted by Nintendo on the face of the invoice.

2% warehouse allowance for N64 orders shipped to customer's warehouse/distribution center will be deducted by Nintendo on the face of the invoice.

WARRANTY

Software/Accessories: 3-month limited Consumer warranty.
Hardware: One-year limited Consumer Repair warranty. See Nintendo Dealer Returns Policy and Procedures.

PRICES & PRODUCT SPECIFICATIONS

Prices and product specifications are subject to change without notice.

ORDERS

Orders must be received via EDI using the ANSI X.12 standards. Standard format on customer's hard copy order form or current Nintendo order form.

TERMS AND CONDITIONS OF SALE

EFFECTIVE JUNE 2000

NINTENDO OF AMERICA INC. ("NINTENDO") does business with the applicant herein ("Dealer") under the terms and conditions set forth herein. NINTENDO hereby rejects any terms and conditions contained in any Dealer purchase orders, other business forms, EDI transmissions or instructions which are different from or in addition to the terms stated herein, unless expressly agreed upon in writing by NINTENDO. By placing an order with NINTENDO, Dealer accepts the terms and conditions set forth herein.

1. ACCEPTANCE OF ORDERS

- A. All orders are subject to acceptance by NINTENDO in Redmond, Washington. Acceptance shall be deemed to occur only after allocation, physical shipment and delivery of goods by Nintendo.
- B. The sale of NINTENDO products is limited to sales to the consumer within the United States, its territories and possessions,

2. GENERAL TERMS OF PAYMENT AND FINANCIAL REQUIREMENTS

- A. (a) Standard Dealer terms are NET 30 DAYS from date of invoice for Dealers to whom NINTENDO extends credit.

(b) Volume Dealer terms are NET 60 DAYS from date of invoice for Dealers to whom NINTENDO extends credit.
- B. If Dealer is eligible for prompt payment discount under the terms on an invoice and payment is received by NINTENDO with U.S. postmark or cancellation dated on or before date provided within the terms, then Dealer will receive the prompt payment discount, provided that no other invoices are overdue.
- C. A late payment charge of one and one-half percent (1 1/2%) per month eighteen percent (18%) per annum will be imposed on any portion of your account not paid within the terms stated on the invoice. However, if this rate exceeds the maximum rate permitted under applicable law or regulations, the charge shall be reduced to the maximum allowable rate.
- D. NINTENDO may offer special payment and/or shipment terms. In such event, these "special terms" shall supersede the general terms of payment and/or shipment, provided, that such special terms are fully stated in a NINTENDO ORDER FORM signed by an authorized representative of NINTENDO and such order is accepted by NINTENDO in Redmond, Washington.
- E. NINTENDO may, at its option, extend credit to Dealer or may require periodic presentation of audited or reviewed financial statements of Dealer (and/or Dealer's parent, subsidiary or affiliate corporations), that sales be made on a C.O.D., cash-in-advance, letter of credit, or other secured basis. If credit is extended, NINTENDO reserves the right to establish credit limits for Dealer which may be modified or revoked from time to time at NINTENDO'S sole discretion.

- F. If Dealer becomes delinquent in payment obligations or other credit or financial requirements established by NINTENDO, or if at the opinion of NINTENDO, Dealer's credit becomes impaired, NINTENDO shall have the following rights and remedies in addition to any other rights and remedies provided by applicable law:

- (a) NINTENDO may declare all sums immediately due and payable, notwithstanding any credit terms previously in effect.
- (b) NINTENDO may refuse any order placed by Dealer.
- (c) NINTENDO may cancel any accepted orders or delay shipment of any order.
- (d) NINTENDO may require, as a condition of continuing to do business with Dealer, that Dealer provide Financial Statement(s) or execute Promissory Note(s), Security Agreement(s), or such other security instrument(s) as NINTENDO, in its sole discretion, deems necessary for its protection.
- (e) If credit previously has been extended by NINTENDO to Dealer, and NINTENDO elects to make further sales to Dealer, NINTENDO may require payments on a C.O.D., cash-in-advance, letter of credit, or other secured basis.
- (f) In the event collection of sums due from Dealer to NINTENDO is referred to an attorney or if suit is brought to collect such sums or to enforce the rights of NINTENDO, Dealer agrees to pay all costs and reasonable attorneys' fees, including such costs and fees incurred in any appellate proceeding and in executing on any judgment based on Dealer's obligation.
- (g) NINTENDO shall have the right to change its financial requirements at any time.
- (h) Without notice to or consent by Dealer, NINTENDO may setoff, recoup and retain for application against the balance owed by Dealer any and all credits, funds, collateral or other property of any nature whatsoever held by or in the possession or control of NINTENDO, including but not limited to retail marketing allowances, WORLD OF NINTENDO® allowances or any other credit(s) or reimbursement(s) which would otherwise be payable by NINTENDO to Dealer.

3. RETURNS AND REPLACEMENTS

Refer to Nintendo Dealer Returns Policy.

4. INDEMNIFICATION, DISCLAIMER OF WARRANTIES AND LIMITATIONS ON DAMAGES

- A. NINTENDO agrees to indemnify and hold harmless Dealer from and against any and all losses, claims, damages, costs and expenses arising from personal injury (including death) or property damage to the extent caused by a defect in the material and workmanship in the manufacture of the product sold by NINTENDO. Such indemnification is contingent on Dealer giving NINTENDO prompt reasonable notice of any claim and allowing NINTENDO to control the defense and settlement thereof.
- B. Except as expressly stated in NINTENDO'S Dealer Returns Policy and Procedures, NINTENDO makes no warranties, expressed or implied. Without limiting the foregoing, implied warranties of merchantability and fitness for a particular purpose are hereby expressly excluded. Dealer has read this paragraph, agrees that it has been specifically negotiated, and agrees that this paragraph has become a basis of dealer's bargain with NINTENDO.
- C. In no event shall NINTENDO be liable to DEALER for any consequential or incidental damages.

5. PRICE CHANGES

NINTENDO shall have the right to reduce or increase NINTENDO'S prices to Dealer at any time without prior notice, except with respect to orders which have been accepted prior to such price modifications.

6. CHANGES IN PRODUCTS AND POLICIES

- A. NINTENDO may at any time add, change or cease making available any product without notice to Dealer, and Dealer shall have no claim against NINTENDO for failure to furnish products of the model, design or type previously sold or for failure to install modifications in products previously sold.
- B. NINTENDO may at any time change warranty, service and or dealer returns policies without incurring any liability to Dealer.
- C. NINTENDO may modify these terms and conditions at any time.

7. TAXES

Prices stated do not include taxes, which will be added to invoice by NINTENDO wherever applicable.

8. GENERAL TERMS OF SHIPMENT

- A. If NINTENDO contracts with the freight carrier, the terms of shipment are F.O.B. Destination. If Dealer contracts with the freight carrier, the terms of shipment are F.O.B. Nintendo warehouse. As a convenience, NINTENDO may pre-pay freight charges and such charges will be added to Dealer's invoice.

- B. NINTENDO may make partial shipments on account of Dealer's orders, which shipments may be separately invoiced and shall be paid for when due, without regard to subsequent shipments. Delay in shipment or delivery of any particular installment shall not relieve Dealer of its obligation to accept the remaining installments.
- C. NINTENDO shall endeavor to make deliveries within a reasonable time. However, NINTENDO shall not be liable to dealer for any damages, whether incidental, consequential or otherwise, for failure to fill orders, delays in delivery or any error in the filling of orders.

9. CLAIMS AND ADJUSTMENTS

Claims for adjustment on short or otherwise unsatisfactory merchandise due to fault of NINTENDO must be made in writing to NINTENDO within 10 days of receipt of shipment, or Dealer will be deemed to have accepted the merchandise. In such situations, NINTENDO shall have the right to examine the applicable merchandise and shipping records at Dealer's location. No deduction from invoice ("DFI") is allowed by dealer.

10. NON-EXCLUSIVE SALES

All sales are made to Dealer on a non-exclusive basis. Further, NINTENDO shall have the right, from time to time at its option, to supply products directly to consumers pursuant to promotional programs or otherwise.

11. GOVERNING LAW AND VENUE

This application shall be governed by, subject to and construed under the laws of the State of Washington. Any legal actions prosecuted or instituted by NINTENDO or by Dealer under this Application, with respect to any matters arising or growing out of this Application, shall only be brought in a court of competent jurisdiction in King County, Washington and each party hereby consents to the jurisdiction and venue of such courts for such purposes.

**NINTENDO INVENTORY
MANAGEMENT SYSTEM**

FISCAL YEAR 2001

EFFECTIVE JUNE 1, 2000



NINTENDO INVENTORY MANAGEMENT SYSTEM

→
→
Nintendo of America Inc. (Nintendo) has established this program to assist individual Nintendo dealers in providing the highest level of customer service and profitability. The objective is to increase dealer sales, while decreasing costs by facilitating direct to store shipments. Only authorized Nintendo dealers are eligible to participate in Nintendo's Inventory Management System (NIMS) Program. Nintendo reserves the right to materially change the terms of this program at any time by providing notice to the customer.

TO QUALIFY

Available to current customers who have qualified under Nintendo's Fiscal Year 2001 Sales Program. Orders must be received by Nintendo via EDI using the ANSI X.12 Standard format for all shipments commencing April 1, 2000 through March 31, 2001.

This program applies only to Nintendo 64 System, Game Boy and Nintendo Publications which are distributed by Nintendo of America Inc. Applicable allowances will apply only where noted below.

PROGRAM TYPES AVAILABLE TO MEET CURRENT SHIPPING NEEDS

1. 9-Day Program

Shipments to be made Direct to Retail location, with an expected maximum shipping time of nine business days from the date orders are received via EDI. Products will be shipped freight prepaid on orders of \$200.00 or more for one shipment to a single location in the USA (excluding shipments to Alaska, Hawaii and the Caribbean). A 1% NIMS Ground Service allowance will be deducted from each invoice. The 2% warehousing allowance for the Nintendo 64 product line, and the 3% warehousing allowance for the Game Boy Product Line and Publications will not apply.

2. 5-Day Program

Shipments made Direct to Retail Store location with an expected maximum shipping time of five business days from the date orders are received via EDI. Products will be shipped freight prepaid on orders of \$200.00 or more for one shipment to a single location in the USA (excluding shipments to Alaska, Hawaii and the Caribbean). The 2% warehousing allowance for the Nintendo 64 product line, and the 3% warehousing allowance for the Game Boy Product Line and Publications will not apply.

NIMS GUARANTEED SALE PROPOSAL

To qualify under this program, the following criteria must be met:

1. Account must be an active NIMS account.
2. Account must order and ship the agreed upon minimum quantity direct to store at launch.
3. Reorders that amount to more than 25% of the initial launch quantity will invalidate the guaranteed sale offer.
4. All return authorization requests must be received between 120 and 150 days after initial launch.
5. All returns must be received by Nintendo within a 60 day time period after the return authorization has been issued.
6. All returned product will be inspected, and any damaged or defective product that is received will be dealt with separately, in accordance with Nintendo's published Returns Program.
7. All returned product must be shipped via Nintendo's approved carrier following the instructions that are included with each authorization for product return.

PAYMENT TERMS

Net 60 days from date of invoice for all shipments through March 2001. Statement invoicing* or invoice remittance advice via EDI using ANSI X.12 standards or other arrangements must be made with the Nintendo Credit Department.

SHIPPING TERMS

F.O.B. Destination. Systems, accessories and software can be shipped as individual units. Immediate telephone confirmation of delivery is available. Written POD's indicating clear delivery are subject to a \$15.00 fee per shipment.


SPECIAL ALLOWANCES

The 5% Drop Shipment charge will be waived by Nintendo under this program based on the service level and Package Advice Label (PAL) offered. All Terms and Conditions of Sale outlined in the FY 2001 Nintendo 64 and Game Boy Advertising and Merchandising Sales Programs will apply.

*Master billing for all shipments made on a single day. This master billing invoice will include details of each bill of lading shipped on that day.

NINTENDO OF AMERICA INC. SHIPPING LABEL

ACTUAL DIMENSIONS 6" x 4"

FROM NOA 4900 - 150TH AVE NE REDMOND, WA 98052 (425) 882 - 1040	TO ANY COMPANY 123 ANY STREET ANY CITY WA	98031
UPS GROUND TRACKING#: 1Z 984 76E 03 3588 7929		
		
	PO# 807709 Item#: Mixed Case Note: DEPT 049; STORE #1287 PACKING SLIP ATTACHED	
LQG	Wave 76960 Lbl 278000388 PS 22 1 of 1 P-8888888	R2
(00) 0 0045496 888888888 2		
8 8 8 8 8		P S

ADDRESSES

Return address and shipping address.

CARRIER INFORMATION

Including carrier name, service type, barcoded tracking number, PRO number, as required. Layout will vary to meet individual carrier requirements.

TRADING PARTNER INFORMATION

Including P.O. number, customer-specific barcoding, mark-for, order notes, as required.

SHIPPER INFORMATION

Including shipment alpha code, wave number, pick number, carton sequence, pick line, box size, packing slip flag, as required.

UPS MAXICODE

A two-dimensional barcode for internal use by UPS. Allows for high-speed sortation.

SSCC-18 SHIPPING CONTAINER BARCODE

NINTENDO DIRECT-TO-CONSUMER PROGRAM



Nintendo®

Nintendo of America Inc. (Nintendo) has established this program to assist individual Nintendo retailers in providing the highest level of customer service and profitability while facilitating direct to consumer shipments. Only authorized Nintendo retailers are eligible to participate in Nintendo's Direct-to-Consumer Program. Nintendo reserves the right to materially change the terms of this program at any time by providing notice to the retailer.

TO QUALIFY

Available to current retailers who have qualified under Nintendo's Fiscal Year 2001 Sales Program. This program applies only to Nintendo 64 System, Game Boy, Game Boy Color and Nintendo Publications which are distributed by Nintendo of America Inc.

REQUIREMENTS TO MEET CURRENT SHIPPING NEEDS

- Order must be received by Nintendo via EDI using the ANSI X.12 Standard Format or NOA's predefined flat file format (which must include the National Account number assigned to the retailer by NOA), for all shipments commencing April 1, 2000 through March 31, 2001.
- Payment notification made via EDI remittance or via summary invoice to the retailer. NOA will process orders against a single billing account to the retailer, not for individual consumer orders.
- Retailer must send a unique purchase order number; purchase order numbers cannot be reused within 60 days and the maximum length of the purchase order number is sixteen (16) characters.
- Ship-to addresses must be in accordance with USPS format standards. Nintendo will not be held responsible for any lost, cancelled or mis-delivered orders.
- All delivery notes / comments must be kept separate from the actual address lines.
- All customer support including product tracking guaranteed to be handled by the retailer.
- All P.O. Box shipments will go via USPS.
- Launch orders must be received three business days prior to launch in order to ship on the launch day.

PAYMENT TERMS

Net 60 days from the date of invoice for all shipments through Nintendo's Fiscal Year End. No deductions from invoices are allowed. Other arrangements such as, summary invoicing (master billing for all shipments made on a single day) or invoice remittance advice via EDI using ANSI X.12 standards must be made with Nintendo's Credit Department.

PRICING

All Terms and Conditions of Sale outlined in the FY2001 Nintendo 64, Game Boy Advertising and Merchandising Sales Programs will apply.

Hardware:

Nintendo 64 and Game Boy
\$2.50 plus customer pays freight cost

Each additional unit of hardware on an order will be charged \$2.50 per unit.

Software:

Nintendo 64 and Game Boy
\$2.00 plus customer pays freight cost

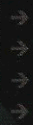
Each additional unit of software on an order will be charged \$0.50 per unit.

Allowances as outlined in the FY2001 Dealer Price List under Nintendo's Volume Dealer Sales Program "Special Allowances" will apply.

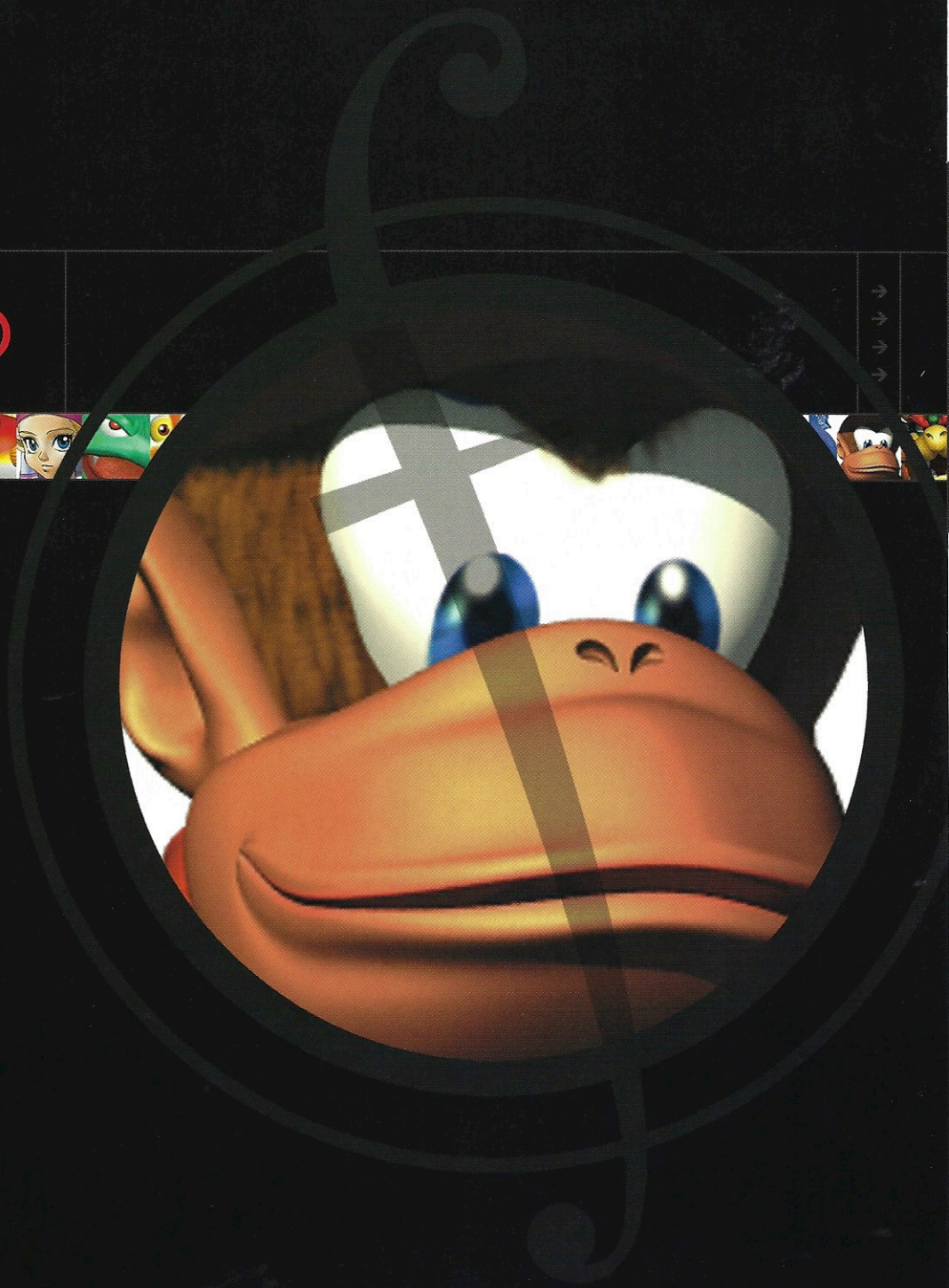
- A 3% allowance for Game Boy items shipped to the Retailer's "DTC" location will be deducted from Invoice.
- A 2% allowance for Nintendo 64 items shipped to the Retailer's "DTC" location will be deducted from Invoice.



Nintendo®



MARKETING CALENDAR



2000 MARKETING CALENDAR

APRIL 3, 2000 - DECEMBER 31, 2000



	APRIL			MAY			JUNE			JULY			AUGUST			SEPTEMBER			OCTOBER			NOVEMBER			DECEMBER										
	3	10	17	24	1	8	15	22	29	5	12	19	26	3	10	17	24	31	7	14	21	28	4	11	18	25	30	6	13	20	27	4	11	18	25
NINTENDO 64																																			
N64 Funtastic																																			
Excitebike 64																																			
Perfect Dark																																			
Starcraft 64																																			
Kirby 64: The Crystal Shards																																			
Banjo Tooie																																			
Mario Tennis																																			
Eternal Darkness																																			
Zelda: Majora's Mask																																			
Conker's Bad Fur Day																																			
Paper Mario																																			

GAME BOY

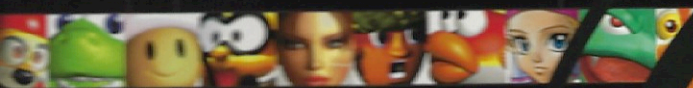
Game Boy Summer																										
Game Boy Fall																										
Game Boy Holiday																										

POKÉMON

Pokémon Trading Card																										
Pokémon Puzzle League																										
Pokémon Gold & Silver																										
Pokémon Pikachu 2 GS																										
Hey You, Pikachu!																										



Nintendo®



RETAIL
MARKETING PROGRAM

RETAIL MARKETING PROGRAM

FISCAL YEAR 2001

APRIL 1, 2000 - MARCH 31, 2001



FISCAL YEAR 2001 RETAIL MARKETING PROGRAM

EFFECTIVE FISCAL YEAR 2001 (FY2001) APRIL 1, 2000 - MARCH 31, 2001

- All authorized Nintendo retailers are eligible to participate in the FY 2001 Retail Marketing Program (The "Program").
- The Program provides total advertising, promotion and merchandising accrual of 3.0% for all accounts on Game Boy and Super NES, and 2.0% on N64 products.
- Accruals are earned on the net shipment of N64, Game Boy, Super NES, mini pocket games and publications from April 1, 2000 through March 31, 2001 (the "Funds"). A net shipment is a gross shipment MINUS adjustments for product returns, markdowns and other adjustments deemed appropriate by Nintendo.
- Accounts may spend 100% of the Funds in the following combinations:
Recommended spending allocation
 - ADVERTISING: 65%
 - PROMOTION: 15%
 - MERCHANDISING: 20%
- Retailers wishing to spend other than recommended levels must be pre-approved in writing by Nintendo according to the procedures outlined below.
- FY 2001 accruals are to be spent on advertising placed and run prior to May 31, 2001.
- FY 2001 advertising claims are required to be submitted to Nintendo for payment by July 31, 2001.
- FY 2001 accruals are to be spent on promotions run prior to May 31, 2001 and submitted for reimbursement by July 31, 2001.
- FY 2001 accruals are to be spent on merchandising orders placed prior to May 31, 2001.

PROCEDURE FOR REQUESTING CHANGES TO THE RECOMMENDED SPENDING LEVELS

- Any change/exception to the recommended spending levels needs pre-approval in writing by Nintendo. Please allow five business days for the approval process.
- Retailers requesting an exception are required to submit the following to Nintendo:
 - A one-page summary of the account's merchandising, advertising and promotion plans.
 - The completed Retail Marketing Program Worksheet.
 - An updated and completed Retailer Advertising Planner covering at least a six-month period. (Please note that the Worksheet and Retailer Advertising Planner are designed to be worked on with and signed by your Nintendo Regional Manager before being submitted to Nintendo).
 - When requesting a change to the recommended spending levels for a promotional program, please include a detailed outline of the promotional program(s).
- Submit the request to Nintendo, at the following address:
Nintendo of America Inc.
Attn: Retail Marketing Department
4820 150th Ave. NE
Redmond, WA 98052
- Nintendo will evaluate an account's request for an exception based on business considerations that Nintendo considers important. Listed below are some of these factors:
 - Use of the Funds for key selling seasons.
 - Use of the Funds for new product introductions.
 - Allocation of the Funds across all Nintendo product lines.
 - Consideration of existing merchandise displays / fixtures in account's locations.
- Nintendo may request additional information from the account.
- The amount allocated for promotional programs cannot exceed 35% of the total Funds.

ADVERTISING

GENERAL SPECIFICATIONS REQUIRED FOR REIMBURSEMENT

- Please refer to N64 MAPlus program for additional specific guidelines on N64 advertising.
- Nintendo will reimburse 100% of the actual cost of qualifying advertising space (inclusive of all discounts and rebates received by the account) devoted to N64, Game Boy, Super NES, mini pocket games and publications, plus a pro-rated share of headlines and retailer logos.
- Proof of cost and proof of performance are required for reimbursement.
- Nintendo will pay account claims based on availability of account's RMP accrual.
- Refer to "Acceptable Media and Requirements" and "Additional Forms of Media" for media guidelines.
- Nintendo will NOT reimburse for production costs. To aid in the development of advertising, digital art, package flats, and radio scripts are available by calling the Retail Marketing Department at 1 (800) 633-3236 x: 2880.
- Nintendo will NOT reimburse advertisement of products distributed by companies other than Nintendo of America. By way of example, Nintendo will NOT reimburse for advertisement of licensed or compatible software, accessories or any other products sold by a company other than Nintendo.
- To qualify for reimbursement for Nintendo ads that include non-licensed products that do not have the Official Nintendo Seal of Quality® but are designed to play on or with the N64, Game Boy or Super NES, the non-licensed product must be clearly separated from the Nintendo product by a PAGE BREAK (i.e. Nintendo products on one page with non-licensed product on a facing page) or a PHYSICAL BARRIER, such as a border or other definitive separation.
- Nintendo will not reimburse for advertising that refers to the renting of video games unless the retailer is an authorized Nintendo video game rental account.

- Nintendo will not reimburse for advertising that refers specifically to the trading or purchase by retailer of Nintendo products.
- All Nintendo, Game Boy and Super NES products advertised after the published release date of that product must include either a price, or feature a "dollar off" or "percentage off." Ads that feature product as part of a pre-sell promotion or as "Coming Soon" may omit this information.
- Use of Nintendo characters must include a copyright notice (i.e., © 2000 Nintendo of America Inc.).
- Advertising must not be misleading as to terms, product features, or specifications, nor may they be in violation of any federal, state or local law.
- Advertisements must be in good taste and consistent with the high quality of Nintendo products.
- A reasonable in-stock position must be maintained on all advertised Nintendo products.
- Dealers are always free to advertise and sell products at whatever price they choose.

PROMOTION

GENERAL SPECIFICATIONS REQUIRED FOR REIMBURSEMENT

- Accounts are allowed to spend up to 15% of the RMP on promotional programs.
- For accounts requesting qualification / reimbursement for promotional elements above the 15% recommended spending level, retailer must submit the promotional request to their Regional Manager per the previously established "Procedure for requesting changes to the recommended spending levels."
- Nintendo will evaluate an account's request for a promotional program based on business considerations that Nintendo considers IMPORTANT. Listed below are some of these factors:
 - Promotional programs may be approved by Nintendo only when the account has otherwise allocated a sufficient portion of the Funds to traditional advertising and merchandise displays/fixtures.

- Promotional programs that Nintendo will consider include sweepstakes, contests, gift with purchase and in-store events, and other promotional programs that include substantial advertising support and in-store signage that give Nintendo's products primary coverage.
- Use of the Funds for purchase of Nintendo hardware and software will not be approved.
- The promotional program must be consistent with the image and high quality of Nintendo's products and associated characters and trademarks.
- The promotional program cannot conflict with other promotional programs in progress or under consideration by Nintendo.
- The promotional program cannot involve the promotion of sponsorship by any other product or service unless approved by Nintendo in writing.

ADVERTISING AND PROMOTION REIMBURSEMENT

- Claims will be reimbursed by check only. Providing all specifications and requirements are met, checks will be issued by Nintendo within 30 days of receipt of claim.
- No deductions from invoice / payments may be permitted in anticipation of reimbursement checks. Such deductions may be in violation of the F.T.C. guidelines on cooperative advertising. Deviations from this may result in the retailer being placed immediately on shipment hold.
- All claims, documentation and supporting materials should be sent to:
Nintendo of America Inc.
Attn: Retail Marketing Department
4820 150th Ave. NE
Redmond, WA 98052
- When Nintendo is asked by an account to coordinate the purchase of goods and services from third-party vendors on the account's behalf for use in agreed-upon advertising, promotions or merchandising programs, Nintendo will pay the third party vendor directly from the customer's RMP funds for those goods and services (including appropriate sales and use taxes.)

ADVERTISING - ACCEPTABLE MEDIA AND REQUIREMENTS

- To qualify for reimbursement, all advertising claims must be substantiated by proof of performance and proof of cost. If not submitted, payment may be rejected or paid based on the cost determined by a pre-contracted audit firm.
- Listed below are various types of media which do not need prior written approval from the Nintendo Retail Marketing Department. The required proof of performance and proof of cost is specified:

NEWSPAPER

- Original, full page tear sheet
- Paid newspaper invoice reflecting ad date, size and cost

MAILERS / POSTCARDS

- Original, complete copy of mailer
- Paid printer's invoice
- Paid postal receipts

INSERTS / SUPPLEMENTS (ROTO)

- Original, complete copy of insert
- Paid printer's invoice
- Paid newspaper invoice reflecting date and insertion costs

FLYERS / CIRCULARS

- Original, complete copy of flyer
- Paid printer's invoice

ADVERTISING - ADDITIONAL FORMS OF MEDIA

- In order to qualify for reimbursement for other forms of media, including the following, written approval must be obtained from Nintendo's Retail Marketing Department PRIOR to running the advertising. Please submit pre-approval requests to the attention of the Retail Marketing Department and allow five business days for the pre-approval process.

→
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TELEVISION

- Required proposal information:
 - Storyboard and script
 - Markets
 - Media weight levels and cost estimate
- Television donuts require a minimum of 15 seconds devoted to advertising Nintendo products.
- Proof of performance and proof of cost (necessary after written approval is obtained):
 - Video cassette of actual spot
 - Station invoice reflecting dates and times run, cost per spot, total cost and product advertised
 - Copy of each script / affidavit of performance bearing the Association of National Advertisers / Television Advertising Bureau (ANA/TVB) Format Documentation
- Nintendo reimburses for percentage of T.V. commercial dedicated to Nintendo products.
- No reimbursement for television advertising which also features competitive product.
- No reimbursement for production.

CATALOGS

- Includes direct mail and in-newspaper catalogs.
- Must provide CONCEPT SKETCH (rough layout) of entire page for pre-approval.
- Proof of performance and proof of cost (necessary after written approval is obtained):
 - Original, complete copy of catalog
 - Paid printer's invoice
 - Paid postal receipts (if mailed) or paid newspaper invoice reflecting date and insertion costs
- Nintendo reimburses for percentage of catalog dedicated to Nintendo products.
- No reimbursement for production.

MAGAZINES

- Must provide CONCEPT SKETCH (rough layout) of magazine ad for pre-approval.
- Proof of performance and proof of cost (necessary after written approval is obtained):
 - Original, complete copy of magazine
 - Paid magazine invoice reflecting ad date, size and cost
- Nintendo reimburses for percentage of magazine dedicated to Nintendo products.

RADIO

- Required proposal information:
 - Script (pre-approved radio scripts are available upon request)
 - Markets
 - Media weight levels and cost estimate
- Radio donuts require a minimum of 20 seconds devoted to advertising Nintendo products.
- Proof of performance and proof of cost (necessary after written approval is obtained):
 - Cassette of actual spot
 - Station invoice reflecting dates and times run, cost per spot, total cost and product advertised
 - Copy of each script / affidavit of performance bearing the Association of National Advertisers / Radio Advertising Bureau (ANA/RAB) Format Documentation
- No reimbursement for radio advertising which also features competitive product.
- Production: Nintendo will pay for production of the spot as long as Nintendo selects the production company, talent, music, special effects, etc.
- Nintendo reimburses for percentage of radio dedicated to Nintendo products.

INTERNET ADVERTISING

For purposes of the Internet, "qualifying advertising space" means (a) banners, icons, or other graphics, text or visual images pertaining to Nintendo product on a third-party website or (b) banners, icons or other graphics, text or visual images pertaining to Nintendo product on an internet retailer's own website to the extent it constitutes advertising.

- Must provide the following information for pre-approval:
 - Concept sketch of entire advertisement or Web page
 - Web address with complete URL
 - Location of page and location of advertising within the page
 - Type of ad (i.e. banner, moving banner, subpage, etc.)
 - Estimated monthly number of impressions to the page featuring Nintendo product

- Proof of performance and proof of cost (necessary after written approval is obtained):
 - Print out of the web page or advertisement
 - Copy of placement contract (for third party websites)
 - Paid invoices, detailing the total net cost of the advertisement and number of impressions during advertising period
- No reimbursement for production costs, server usage fees or hardware or software required for implementation.

MERCHANDISING

Nintendo Merchandising accruals may be used for the following merchandising materials:

- Nintendo supplied display materials as presented in the Nintendo Merchandising Order Form and Catalog.
- Custom design displays:
PRIOR approval from the Nintendo Regional Manager and the Vice President of Merchandising is mandatory, as there are specific requirements regarding Nintendo trademark identification and usage. No allowances will be made if prior approval is not given.
 - Merchandising accrual will pay a minimum of 50%, and up to 100%, of the total cost of such agreed upon custom displays at the discretion of the Vice President of Merchandising based on specific usage of display and degree of dedication to Nintendo products.
 - Custom Nintendo displays must include proper Nintendo identification and, further, must conform to requirements set forth in the Nintendo agreement.
 - Once approval is given, the following requirements must be met / submitted for payment:
 - Photographs of display in-place
 - Paid material invoice(s)
 - Paid labor invoice(s)

MERCHANDISING REIMBURSEMENT

- Nintendo-supplied display costs will be automatically charged to the customer's Nintendo Merchandising Fund Accrual at the direction of the Nintendo Regional Manager and Vice President of Merchandising.
- Documentation submitted in support of custom display claims should be sent to:
Nintendo of America Inc.
Attn: Vice President of Merchandising
Merchandising Department
4820 150th Ave. NE
Redmond, WA 98052
- Claims will be reimbursed by check only. Checks will be issued by Nintendo within 60 days of receipt of claim, providing all requirements have been met.
- No deductions from invoice / payments may be permitted in anticipation of reimbursement checks. Such deductions may be in violation of the F.T.C. guidelines on cooperative advertising. Deviations from this may result in the retailer being placed immediately on shipment hold.
- From time to time, Nintendo may offer to its accounts additional promotional, advertising, and/or merchandising funds. Please contact your Nintendo Regional Manager for more information.

N64 MAP/MAPLUS PROGRAM

FISCAL YEAR 2001

EFFECTIVE: APRIL 1, 2000 - MARCH 31, 2001



NINTENDO 64 MAP/MAP_{Plus} PROGRAM

EFFECTIVE FISCAL YEAR 2001 (FY 2001) APRIL 1, 2000 - MARCH 31, 2001

WHAT IS MAP AND MAP_{Plus}?

- As part of the Retail Marketing Program, Nintendo has instituted a Minimum Advertised Price (MAP) Program for N64 hardware, software and accessories.
- The N64 MAP_{Plus} program is an additional program in which all authorized retailers are eligible to earn an additional .5% on their N64 purchases.

EXAMPLE: Retailer X accrues 2% on N64 product purchases of \$5 million during the program period, accumulating \$100,000. Retailer adheres to the N64 MAP_{Plus} guidelines throughout the program period. After verification of eligibility by Nintendo, Nintendo will credit an additional \$25,000 (.5% MAP_{Plus} bonus) to retailer's RMP funds. This funding is to be used against additional advertising/merchandising/promotions in accordance with the RMP guidelines.

The MAP and N64 MAP_{Plus} programs apply to all advertising environments (including the Internet), and to individual storefronts.

N64 MAP GUIDELINES

MAP (MINIMUM ADVERTISED PRICE)

- Dealers are always free to advertise and sell products at whatever price they choose. To qualify for reimbursement of N64 RMP advertising, dealers must adhere to all RMP guidelines, including the MAP.
- Any Nintendo marketed Nintendo 64 hardware, software or accessory advertisement with a net advertised price below the map will be ineligible for reimbursement from the Retail Marketing Program Funds.
- All Nintendo marketed Nintendo 64 products in print advertising must include a net advertised price. (See exceptions under the N64 MAP_{Plus} Program.)
- MAP prices will be issued under separate cover and will be updated periodically at Nintendo's discretion.

N64 MAP_{Plus} PROGRAM EXPLANATION

- MAP_{Plus} is an optional retail marketing program. Retailers are always free to advertise and sell their products at whatever price they choose. To qualify for the N64 MAP_{Plus} bonus funds, retailers must adhere to all N64 MAP_{Plus} guidelines for the entire program.
- All authorized Nintendo Retailers are eligible to participate in the N64 MAP_{Plus} program.
- N64 MAP_{Plus} Program is separate from the Nintendo Retail Marketing Program.
- N64 MAP_{Plus} is a program that can provide incremental RMP funding to be used towards additional retailer advertising, merchandising or promotional activity.

N64 MAP_{Plus} PROGRAM

- MAP_{Plus} bonus funds are to be spent in accordance with the advertising/merchandising/promotion percentage as stated under the RMP guidelines (65% advertising/20% merchandising/15% promotional.) Spending of the N64 MAP_{Plus} bonus funds other than at these recommended levels must be pre-approved in writing by Nintendo.
- In order to qualify for the MAP_{Plus} bonus funds, retailers must adhere to the following four (4) guidelines throughout the entire program period. Should the retailer choose not to adhere to any one of these guidelines at any time during the program period, the retailer will be immediately ineligible for the .5% N64 MAP_{Plus} bonus funds.

1. Minimum Advertised Price

- The retailer is free to advertise and sell Nintendo products at whatever price the retailer chooses. However, in order to qualify for the N64 MAPlus bonus, no net advertised price of either Nintendo marketed N64 hardware, software or accessories can be below the MAP.
- Any ad that contains a rebate, coupon, or trade-in allowance that brings the effective price of the product below MAP does not comply with Nintendo policy even if the net advertised price is not specifically stated. If a retailer bundles a MAP product with any non-MAP product (from Nintendo or a third party), the retailer must advertise the value of the MAP product at or above MAP. For example, the advertised price for the bundle should say "includes product which is sold separately for \$_(MAP or higher)."
- To be eligible for MAP, all Nintendo marketed Nintendo 64 products in print advertising must include a net advertised price, with the following exceptions:

Print ads that include a "Coming Soon" type mention of an N64 product and appear in-market prior to the published release date of that product may omit pricing for that product. However, if the retailer chooses to include a price reference for the "Coming Soon" product, the net advertised price communicated must adhere to the MAP.

Ad vehicles with an effective in-market life of more than 30 days (traditional catalogs, consumer magazines) may omit pricing on N64 products. However, if the retailer chooses to include a price reference, to be eligible for MAP the advertised price communicated must adhere to the MAP.

Retailers who are also authorized rental customers may advertise N64 product for rent and omit pricing. N64 product advertised for sale must be clearly labeled as such and is subject to regular MAP guidelines.

Non-print advertising vehicles may omit pricing on N64 products. However, if the retailer chooses to include a price reference in the non-print advertising, the minimum advertised pricing guidelines apply.

2. Advertising Frequency

- Retailer must execute an agreed to (by retailer and Nintendo) advertising plan during the program period.

3. In-store Merchandising

- Retailer must execute an agreed to (by retailer and Nintendo) in-store merchandising program during the program period, where possible.

4. N64 Product Listings

- Retailer must provide a representative sample for all Nintendo marketed N64 hardware, software and accessories for retail sale throughout the duration of the N64 MAPlus program.

The N64 MAPlus program is subject to change without notice at Nintendo's sole option.

Customers are encouraged to submit ads for pre-approval if they have a question whether a particular marketing activity qualifies under MAP guidelines. All questions should be directed to the Nintendo Retail Marketing Department at the address provided, or by calling (800) 633-3236, extension 2284.

From time to time, Nintendo may offer to its accounts additional promotional, advertising and/or merchandising funds. Please contact your Nintendo Regional Manager for more information.

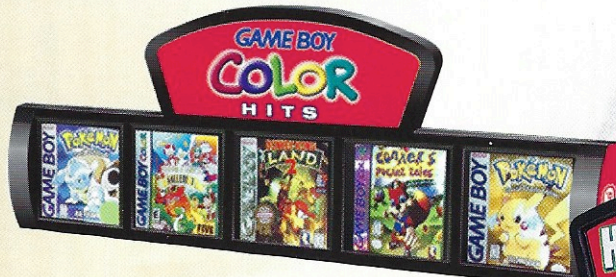


Nintendo®



VISUAL MERCHANDISING

NINTENDO. fantastique MERCHANDISING



N64M64F

Floor Interactive, Nintendo 64®

Lighted "hands-on" Nintendo 64 floor interactive display with 20" color monitor. Special swirl-pattern anodized aluminum construction. Injection molded plastic body shroud and elliptical double-latched secure pod with cooling fan. Equipped with five surround-sound speakers. Complete with N64 system, two controllers, one rumble pak and game pak cartridge. 110 volts. UL approved.

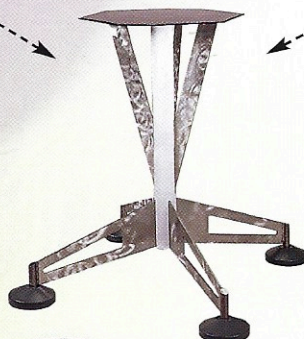
Actual display weight and dimensions:

30"w x 85"h x 37"d / 360lbs / 77.5cf.

Shipping weights and dimensions:

96"l x 42"w x 46"h / 566lbs / 108cf.

Part no. 34136. Limited quantities.



N64M64CD

Deluxe Counter Interactive Display, Nintendo 64®

Lighted "hands-on" Nintendo 64 counter interactive display with 13" monitor. Tubular aluminum construction and injection molded plastic parts.

Unique double-latched secure pod design with cooling fan included. Five surround-sound stereo speakers. Complete with N64 System, two controllers, one rumble pak and game pak. Display can sit on a counter, a shelf or a N64M64B Base. 110 volts. UL approved.

Actual display weight and dimensions:

28"w x 42"h x 36"d / 123lbs / 24.5cf.

Shipping weights and dimensions:

33"l x 39"w x 44"h / 138lbs / 33cf.

Part no. 34138. Limited quantities.

N64M64B

Base Pedestal Display, Nintendo 64®

Pre-assembled, free standing all-metal welded base constructed to support the N64M64CD interactive display or the N64M64H and N64M64HA Housing Units. Comes with self-leveling feet.

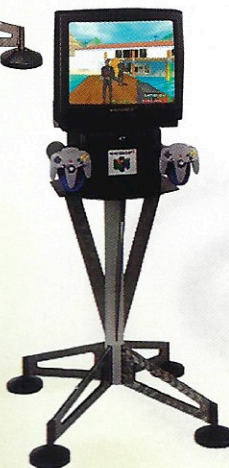
Actual display weight and dimensions:

28"w x 36"h x 28"d / 46lbs / 16.9cf.

Shipping weights and dimensions:

29"l x 29"w x 38"h / 61lbs / 18.5cf. Part no. 34141.

Limited quantities.



N64M64HA

Housing Unit with Electronics, Nintendo 64®

Housing unit with TV, N64 system and N64 game pak. 110 volts. UL approved.

Actual display weight and dimensions:

19"w x 24"h x 19"d / 121lbs / 9.25cf.

Shipping weights and dimensions:

23"l x 24"w x 14"h / 26lbs / 4.5cf.

Part no. 34159.



N64M64H

Housing Unit, Nintendo 64®

Metal housing unit with secure locking metal door and cooling fan. Accommodates either a 13" or 20" color stereo TV. Nintendo 64 hardware system (not visible) and TV not included (store location supplied). Display can sit on shelf counter or N64M64B base. 110 volts. UL approved.

Actual display weight and dimensions:

19"w x 10"h x 19"d / 21lbs / 2.2cf.

Shipping weights and dimensions:

24"l x 14"w x 23"h / 25lbs / 4.5cf.

Part no. 34140.

N64M64P

Pole Interactive Display, Nintendo 64®

20" TV interactive "hands-on" game pole display. Secure metal door and construction with cooling fan. Designed for exclusive use on an end cap or gondola.

run. Includes 20" color stereo TV, Nintendo 64 system, game pak and one controller. 110 volts. UL approved.

Actual display weights and dimensions:

Pole: 20"w x 60"h x 6"d /

25lbs / 4.2cf.;

TV: 26"w x 26"h x 26"d /

50lbs / 10.2cf.

Part no. 34139.



N64M03CS

Character Set, Mario, DK and Pikachu

2-Dimensional foam core character set. Set includes Mario, DK and Pikachu. Actual display weight and dimensions: varies per character. Shipping weights and dimensions: 36"l x 24"w x 2"h / 10lbs / 1cf. Part no. 40162.



NESM40M

Mario Dimensional Statue

3-Dimensional, 4' high Mario figure is totally unique and can be used to create visual excitement within your store. This rotationally molded expanded polystyrene display can sit on top of a platform or attach to any metal truss system.

Actual display weights and dimensions:

26"w x 48"h x 25"d / 38lbs / 18cf.

Shipping weights and dimensions:

26"l x 25"w x 48"h / 43lbs / 18cf.

Part no. 28451.



NESMBS01

Backlit N64 and GBC logo sign

Create an exciting visual presence for both Game Boy Color and N64 with this versatile two-sided backlit sign. 110 volts. UL approved.

Actual display weight and dimensions:

30"w x 14"h x 5.5"d / 10lbs / 1.3cf.

Shipping weights and dimensions:

34"l x 6"w x 16"h / 13lbs / 1.8cf.

Part no. 40064.



N64MNS01

Neon Logo Sign

Nothing draws a consumers eye like neon. N64 neon logo sign. 110 volts. UL approved.

Actual display weight and dimensions:

32.5"w x 8.5"h x 6.5"d / 6lbs / 1.04cf.

Shipping weights and dimensions:

37"x"l x 9"w x 12"h / 10lbs / 2.3cf.

Part no. 40065.



N64M65KR

Sign, Back-Lit, 3' Nintendo 64° Logo

Lighted colorful sign features the Nintendo 64 logo on the new red background. Display can sit on shelf and hang from ceiling, wall or in a window. 110 volts. UL approved.

Actual display weight and dimensions:

37"w x 7"h x 5"d / 17.3lbs / .85cf.

Shipping weight and dimensions:

48"l x 6"w x 8"h / 21lbs / 3.0cf.

Part no. 40163.



N64M65SR and N64M65NS

Shelf Talkers, Nintendo 64

These shelf talkers feature the colorful Nintendo 64 logo on the red background and are available in two sizes - 2" or 3/4". Both sizes include repositioning tape.

Actual display weight and dimensions: N64M65SR - 4

@ 24"w x 2"h x 1"d/.081lbs/.04cf.; N64M65NS - 4 @ 24"w

x .75"h x 1"d/.081lbs/.04cf.

Shipping weights and dimensions for either:

27.5"l x 2.5"w x 4"h / 2lbs / .2cf.

Part no. 40143 and 42959.



N64M04HT

Vac-Form Sign, Hot N Hits

Vac-formed Hot N Hits sign with hot software graphics.

Actual display weights and dimensions:

33"w x 25"h x 2"d / 3.2lbs / 1cf.

Shipping weights and dimensions:

34"l x 3"w x 26"h / 4lbs / 1.5cf.

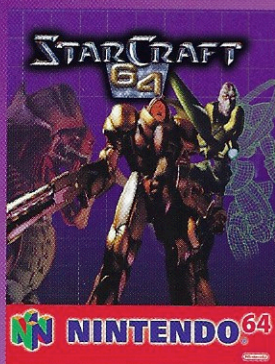
Part no. 42914.



N64M64LE

Nintendo 64° Lowrise Interactive

This Nintendo 64 interactive has two spring-mounted controllers and a 7" LCD screen and mounts to the store shelf. N64 system, two controllers and game pak cartridge included. Actual display weights and dimensions: 35"w x 15"h x 20"d / 15lbs / 6.08cf. Shipping weights and dimensions: 38"l x 18"w x 22"h / 20lbs / 8.7cf. Part no. 42960.



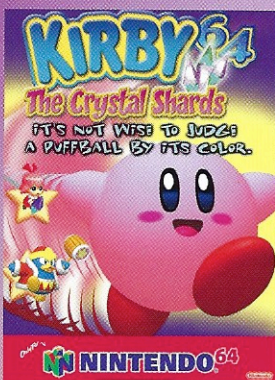
**N64M03SP
Poster, StarCraft 64**

Full color poster can be placed in tripper signs or on cash wraps and walls.
Actual display weights and dimensions: 22"w x 28"h / .01lbs. **Shipping weights and dimensions:** 22.5"l x 28.5"w x .5"h / 1lbs / .2cf. Part no. 41066. Final graphics may vary.



**N64M03SC
Banner, StarCraft 64**

Two sided, full color banner hangs from ceiling or window. **Actual display weights and dimensions:** 36"w x 25"h / 1lbs. **Shipping weights and dimensions:** 36"l x 3"w x 3"h / 2lbs / .2cf. Part no. 41056. Final graphics may vary.



**N64M04KP
Poster, Kirby 64:
The Crystal Shards**

Full color poster can be placed in tripper signs or on cash wraps and walls.
Actual display weights and dimensions: 22"w x 28"h / .01lbs. **Shipping weights and dimensions:** 22.5"l x 28.5"w x .5"h / 1lbs / .2cf. Part no. 42934. Final graphics may vary.



**N64M04KB
Banner, Kirby 64:
The Crystal Shards**

Two sided, full color banner hangs from ceiling or window. **Actual display weights and dimensions:** 36"w x 25"h / 1lbs. **Shipping weights and dimensions:** 36"l x 3"w x 3"h / 2lbs / .2cf. Part no. 42933. Final graphics may vary.



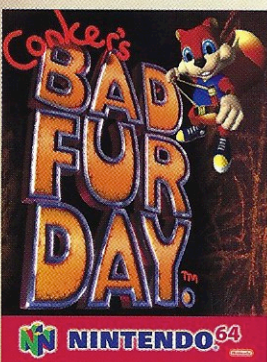
**N64M04BT
Poster, Banjo Tooie**

Full color poster can be placed in tripper signs or on cash wraps and walls.
Actual display weights and dimensions: 22"w x 28"h / .01lbs. **Shipping weights and dimensions:** 22.5"l x 28.5"w x .5"h / 1lbs / .2cf. Part no. 42470. Final graphics may vary.



**N64M04BB
Banner, Banjo Tooie**

Two sided, full color banner hangs from ceiling or window. **Actual display weights and dimensions:** 36"w x 25"h / 1lbs. **Shipping weights and dimensions:** 36"l x 3"w x 3"h / 2lbs / .2cf. Part no. 42465. Final graphics may vary.



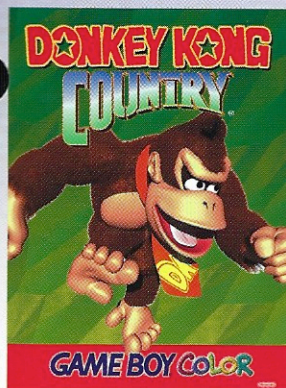
**N64M04PP
Poster, Conker's Bad Fur Day**

Full color poster can be placed in tripper signs or on cash wraps and walls.
Actual display weights and dimensions: 22"w x 28"h / .01lbs. **Shipping weights and dimensions:** 22.5"l x 28.5"w x .5"h / 1lbs / .2cf. Part no. 42112. Final graphics may vary.



**N64M04BF
Banner, Conker's Bad Fur Day**

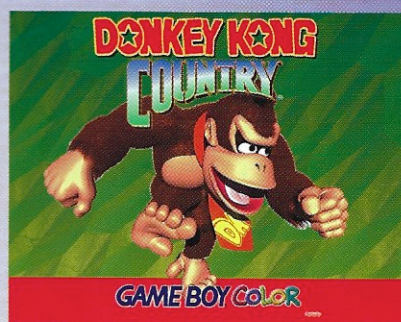
Don't miss Conker, in this brilliant four color graphics two sided, full color banner hangs from ceiling or window. **Actual display weights and dimensions:** 36"w x 25"h / 1lbs. **Shipping weights and dimensions:** 36"l x 3"w x 3"h / 2lbs / .2cf. Part no. 42600. Final graphics may vary.



NESM98DK

Poster, Donkey Kong Country

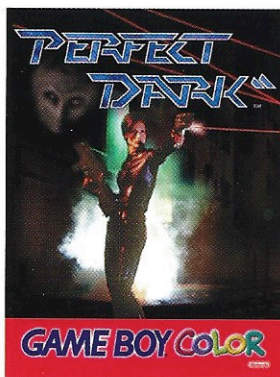
Full color poster can be placed in tripper signs or on cash wraps and walls.
Actual display weights and dimensions: 22"w x 28"h / .01lbs. Shipping weights and dimensions: 22.5"l x 28.5"w x .5"h / 1lbs / .2cf. Part no. 42953.
Final graphics may vary.



NESM98DB

Banner, Donkey Kong Country

Two sided, full color banner hangs from ceiling or window.
Actual display weights and dimensions: 36"w x 25"h / 1lbs. Shipping weights and dimensions: 36"l x 3"w x 3"h / 2lbs / .2cf. Part no. 42952.
Final graphics may vary.



NESM98PD

Poster, Perfect Dark

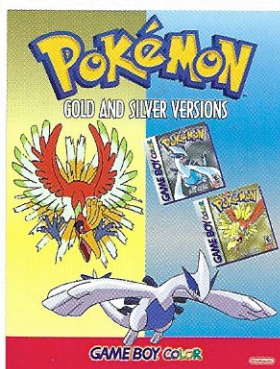
Full color poster can be placed in tripper signs or on cash wraps and walls.
Actual display weights and dimensions: 22"w x 28"h / .01lbs. Shipping weights and dimensions: 22.5"l x 28.5"w x .5"h / 1lbs / .2cf. Part no. 42951.
Final graphics may vary.



NESM98PR

Banner, Perfect Dark

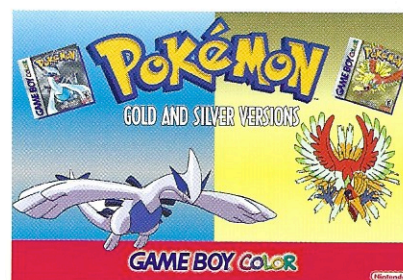
Two sided, full color banner hangs from ceiling or window. Actual display weights and dimensions: 36"w x 25"h / 1lbs. Shipping weights and dimensions: 36"l x 3"w x 3"h / 2lbs / .2cf. Part no. 42950.
Final graphics may vary.



NESM04GP

Poster, Pokémon Gold & Silver

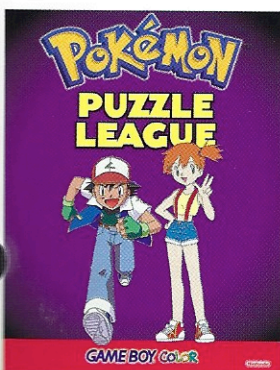
Full color poster can be placed in tripper signs or on cash wraps and walls.
Actual display weights and dimensions: 22"w x 28"h x .5"d / .01lbs. Shipping weights and dimensions: 22.5"l x 28.5" w x 5"h / 1lbs / .2cf. Part no. 42938
Final graphics may vary.



NESM04GB

Banner, Pokémon Gold & Silver

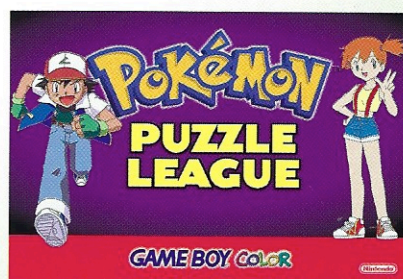
Two sided, full color banner hangs from ceiling or window. Actual display weights and dimensions: 36"w x 25"h / 1lbs. Shipping weights and dimensions: 36"l x 3"w x 3"h / 2lbs / .2cf. Part no. 42937
Final graphics may vary.



NESM04PP

Poster, Pokémon Puzzle League

Full color poster can be placed in tripper signs or on cash wraps and walls.
Actual display weights and dimensions: 22"w x 28"h / .01lbs. Shipping weights and dimensions: 22.5"l x 28.5"w x .5"h / 1lbs / .2cf. Part no. 42935
Final graphics may vary.



NESM04PB

Banner, Pokémon Puzzle League

Two sided, full color banner hangs from ceiling or window. Actual display weights and dimensions: 36"w x 25"h / 1lbs. Shipping weights and dimensions: 36"l x 3"w x 3"h / 2lbs / .2cf. Part no. 42936
Final graphics may vary.



NESM98GD Counter Interactive, Game Boy Color

Get Into Game Boy Color! Feature the dynamic Game Boy Color game play experience in your store with the Game Boy Color counter interactive. 110 volts. UL approved.

Actual display weight and dimensions:

9" w x 16" h x 15" d / 7.4lbs / 1.25cf.

Shipping weights and dimensions:

14" l x 10" w x 17.5" h / 10lbs / 1.42cf.

Part no. 39096.



NESM40P Pikachu Dimensional Statue

3-Dimensional, 4' high Pikachu figure is the perfect companion for the M40M, Mario statue.

This rotationally molded expanded polystyrene display can sit on top of a platform or attach to any metal truss system.

Actual display weights and dimensions:

32" w x 48" h x 26" d / 40lbs / 23.1cf.

Shipping weights and dimensions:

27" l x 33" w x 49" h / 44lbs / 25.26cf.

Part no. 40153.

NESM98GY Tether Interactive, Game Boy Color

110 volts. UL approved.

Actual display weight and dimensions:

3.5" w x 6" h x 4.75" d / 4lbs / .05cf.

Shipping weights and dimensions:

11" l x 4.5" w x 15.5" h / 5lbs / .44cf.

Part no. 38878.



GAME BOY COLOR

NESM98CS and NESM98CB Shelf Talkers, Game Boy Color

These shelf talkers feature the colorful Game Boy logo on the red background and are available in two sizes - 2" h or 3/4" h. Both sizes include repositioning tape.

Actual display weight and dimensions: NESM98CS - 4 @ 24" w x 2" h x 1" d / .08lbs / .04cf. ; NESM98CB - 4 @ 24" w x .75" h x 1" d / .08lbs / .04cf.

Shipping weights and dimensions: 27.5" l x 2.5" w x 4" h / 2lbs / .2cf. Part no. 40203, and 42958.

GAME BOY COLOR

NESM98CN Game Boy Color Neon Sign

Nothing draws a consumers eye like neon. Game Boy Color neon logo sign. 110 volts. UL approved.

Actual display weight and dimensions: 32.5" w x 8.5" h x 6.5" d / 6lbs / 1.04cf.

Shipping weights and dimensions: 37" l x 9" w x 12" h / 10lbs / 2.3cf.

Part no. 35978.



NESM98HH Sign, Vac Form Hanging Game Boy Color Hot Hits

Vac Form sign features five hot Game Boy Color software graphics, easily updated as new and exciting titles are released. 110 volts. UL approved.

Actual display weight and dimensions: 33" w x 25" h x 2" d / 3.2lbs / 1cf.

Shipping weights and dimensions: 38" l x 30" w x 7" h / 7lbs / 4.6cf.

Part no. 42915.



NESM98CG Game Boy Color Lowrise Interactive

This interactive features two spring-mounted Game Boy Color units, game paks and colorful graphics. Attaches securely to store shelf or end cap.

Actual display weights and dimensions:

32" w x 5" h x 15" d / 8.5lbs / 3.4cf.

Shipping weights and dimensions: 36" l x

18" w x 6" h / 15lbs / 2.25cf. Part no. 42954.



NesMB01 Backlit GBC sign

Lighted colorful sign features the GBC logo on the new red background. Display can sit on shelf and hang from ceiling, wall or in a window. 110 volts. UL approved.

Actual display weight and dimensions: 37" w x 7" h x 5" d / 17.3lbs / .85cf.

Shipping weight and dimensions: 48" l x 6" w x 8" h / 21lbs / 3.0cf.

Part no. 40186.



NesMBS01 Backlit GBC and N64 logo sign

Create an exciting visual presence for both Game Boy Color and N64 with this tile two-sided backlit sign. 110 volts. UL approved.

Actual display weight and dimensions: 30" w x 14" h x 5.5" d / 10lbs / 1.3cf.

Shipping weights and dimensions: 34" l x 6" w x 16" h / 13lbs / 1.8cf.

Part no. 40064.

Nintendo

Nintendo

NESM35NS and NESM35NR

Shelf Talkers, Nintendo Racetrack

These shelf talkers feature the Nintendo Racetrack logo on the red background and are available in two sizes - 2" h or 3 1/4" h. Both sizes include repositioning tape.

Actual display weight and dimensions: NESM35NS - 4 @ 24" w x 2" h x 1" d / .08lbs / .04cf; NESM35NR - 4 @ 24" w x .75" h x 1" d / .08lbs / .04cf.

Shipping weights and dimensions for either: 27.5" l x 2.5" w x 4" h / 2lbs / .2cf. Part no. 37823 and 42957.



NESM80AL

Nintendo 64 "Hard" Alpha Clamshell Security Box

All system boxes are for use in conjunction with Electronic Article Surveillance (EAS) Systems. Resuable "hard" clamshell is see thru. Comes with it's own hang tab. Red Nintendo log hot stamped on each unit. Comes packed 48 per carton.

Actual display weight and dimensions: 7" w x 5" h x 1" d / .5lbs / .04cf.

Shipping weights and dimensions: 24" l x 14" w x 17" h / 24lbs / 3.5cf. Part no. 29203.



NESM90AL

Game Boy "Hard" Alpha Clamshell Security Box

All system boxes are for use in conjunction with Electronic Article Surveillance (EAS) Systems. Resuable "hard" clamshell is see thru. Comes with it's own hang tab. Red Nintendo log hot stamped on each unit. Comes packed 50 per carton.

Actual display weight and dimensions: 6" w x 5" h x 1" d / .3lbs / .02cf.

Shipping weights and dimensions: 17" l x 13" w x 13" h / 15.6lbs / 2cf. Part no. 29209.

NESM10AL

Key for "Hard" Alpha Clamshell Security Box

Plastic molded key opens all "hard" clamshells.

Comes complete with security cable, which attaches to cash register mount.

Actual display weight and dimensions: 4" w x 2" h x 1" d / .1lbs / .006cf.

Shipping weights and dimensions: 5" l x 7" w x 2" h / 1.5lbs / 1cf.

Part no. 29207.



NESM38JD

Wire Shelf

Two metal wire sections with permanent Nintendo logo plexi identifiers that can hold all product lines or clamshells. Inserts into gondola knife blades.

Actual display weight and dimensions: 48" w x 7" h x 6" d / 3lbs / 1.16cf.

Shipping weights and dimensions: 6" l x 49" w x 8" h / 5lbs / .5cf.

Part no. 36017.



NESM30TC

Clear Adjustable Game Pak Pusher Tray (for all systems)

The clear adjustable game pak pusher tray sits on a shelf and holds (6) N64 or SNES or (8) Game Boy game paks per tray. SOLD IN SETS OF TWENTY FOUR.

Actual display weight and dimensions: 5" w x 4" h x 10" d / .55lbs / 1.3cf.

Shipping weights and dimensions: 9" l x 14" w x 9" h / 2.9lbs / .7cf.

Part no. 37798.

NESM31PC

Clear Adjustable Peggable Game Pak Pusher Tray (for all systems)

The clear adjustable peggable game pak pusher tray can be attached to pegboard. Each tray holds (4) N64 or SNES or (5) Game Boy game paks per tray. SOLD IN SETS OF TWENTY FOUR.

Actual display weight and dimensions: 5" w x 4" h x 10" d / .55lbs / 1.3cf.

Shi weights and dimensions: 9" l x 14" w x 9" h / 2.9lbs / .7cf.

Part no. 37800.

NESM18TM

Floor Software Merchandiser

3-sided, 72" software merchandiser displays 10 facings of N64, Game Boy Color and Player's Choice.

Utilizes 8" x 8" game pak graphics. **Actual display weight and dimensions:** 82" h x 20" w / 25lbs / 19cf.

Shipping weights and dimensions: 12" l x 22" w x 60" h / 30lbs / 9.2cf.

Part no. 42956.



NESM75DV

13" Video DVD Unit

This video DVD unit comes in a variety of colors. Unit can utilize the Power Preview disc.

Actual display weight and dimensions: 12" w x 13" h x 11" d / 19lbs / 1cf.

Shipping weights and dimensions: 16" l x 15" w x 17" h / 38lbs / 2.36cf. Part no. 42955



VHS Tape

Gameplay Promotional Videos on VHS

Fast paced video packed with the hottest titles and information. To be used on store owned VCR and TV. Updated versions four times per year.





**NESM18R4
4' N64/Game
Boy Color
Showcase**

This 72", 4' free standing lockable, secure Nintendo 64/Game Boy Color case accommodates 21 facings of N64 software and 28 facings of Game Boy Color software. Display also provides additional space for hardware facings.

Actual display weight and dimensions: 48"w x 72"h x 18"d / 250lbs / 36cf. **Shipping weights and dimensions:** Box #1 -50"l x 19"w x 85"h / 200lbs / 46.7cf. Box #2 -14"l x 3.5"w x 77"h / 50lbs / 2.2cf. Box #3 -14.5"l x 25"w x 4.5"h / 20lbs / 1cf. Part no. 41564



**NESM18RI
2' N64 Case
w/Interactive**

This 72" N64 case ships with 13" monitor for interactive game play. Case also accommodates hardware facings and storage. **Actual display weight and dimensions:** 24"w x 72"h x 18"d / 140lbs /

18cf. **Shipping weights and dimensions:** Box #1 -26"l x 19"w x 85"h / 100lbs / 24.3cf. Box #2 -14"l x 3.5"w x 77"h / 50lbs / 2.2cf. Box #3 -14.5"l x 25"w x 4.5"h / 20lbs / 1cf. Part no. 41566.



**NESM18R2
2' N64
Showcase**

72" free standing lockable, secure Nintendo 64 case holds 21 facings of software and provides display space for hardware. **Actual display weight and dimensions:** 24"w x 72"h x 18"d /

140lbs / 18cf. **Shipping weights and dimensions:** Box #1 -26"l x 19"w x 85"h / 100lbs / 24.3cf. Box #2 -14"l x 3.5"w x 77"h / 50lbs / 2.2cf. Box #3 -14.5"l x 25"w x 4.5"h / 20lbs / 1cf. Part no. 41565.



**NESM18R3
2' Game Boy Color
Showcase**

72" free standing lockable, secure Game Boy Color case holds 28 facings of software and 12 facings of hardware. **Actual display weight and dimensions:** 24"w x 72"h x 18"d / 140lbs / 18cf.

Shipping weights and dimensions: Box #1 -26"l x 19"w x 85"h / 100lbs / 24.3cf. Box #2 -14"l x 3.5"w x 77"h / 50lbs / 2.2cf. Box #3 -14.5"l x 25"w x 4.5"h / 20lbs / 1cf. Part no. 36233



**NESM18DP
4' N64 Power
Preview
Showcase**

This 72", 4' free standing lockable, secure Nintendo 64 case with interactive.

Actual display weight and dimensions: 48"w x 72"h x 18"d / 250lbs / 36cf. **Shipping weights and dimensions:** Box #1 -50"l x 19"w x 85"h / 200lbs / 46.7cf. Box #2 -14"l x 3.5"w x 77"h / 50lbs / 2.2cf. Box #3

-14.5"l x 25"w x 4.5"h / 20lbs / 1cf. Part no. 42467



**NESM74SW
Stackable
Video Tower**

Colorful monitor, stackable video wall utilizes 27" colored monitors. With IMAGEMAG processor, no onsite programming is ever needed. Available 6 weeks from order. 110 volts. UL approved. **Actual display weight and dimensions:** 27"w x 96"h x 18"d / 500lbs / 27cf. **Shipping weights and dimensions:** 4 @ 27"l x

18"w x 24"h / 550lbs / 6.75cf. Part no. 37828.



**NESM77PC
Power Preview Counter
Display**

Exciting "Immediate Response" Power Preview counter interactive can sit on base or shelf. 110 volts. UL approved.

Actual display weight and dimensions: 22"w x 42"h x 24"d / 135lb. / 12.8cf. **Shipping weights and dimensions:** 26"l x 25"w x 45"h / 140lbs / 17cf. Part no. 40150.

**NESM77PB
Base Pedestal Display,
Power Preview**

Free standing all-steel base supports NESM77PC Power Preview interactive. **Counter display actual display weight and dimensions:** 24"w x 36"h x 34"d / 70lbs/17cf. **Shipping weights and dimensions:** 36"l x 26"w x 38"h/75lbs/21cf. Part no. 40341.



Custom Store Environment

Create dynamic 4' to 24' sections of Nintendo only or multiple company store environment. See your Nintendo Regional Sales Manager for and pricing on custom display fixtures.

NINTENDO.64

2000 RETAIL DISPLAY ORDER FORM

NINTENDO.64



→ →

Bill to:

Order Date:

Cust. P.O.#:

Required Arrival Date:

Ship to:

Ship Via:

Special Instructions:

Freight: FOB Destination (pre-paid).

Model #	Part #	Description	Available	Qty. Ordered	RMP Unit Price	RMP Total Cost
N64M64CD	34138	Deluxe Counter Interactive Display , includes 13" color TV, 5 surround-sound speakers, Nintendo 64 system, two controllers and game pak. 110V, UL Approved.	NOW		1,950.00	
N64M64B	34141	Base Pedestal Display ONLY , ships pre-assembled. Welded metal, self-leveling feet, base for: M64CD & M64H	NOW		200.00	
N64M64F	34136	Floor Interactive Display , includes 20" color TV, 5 surround-sound speakers, Nintendo 64 system with two controllers and game pak. 110V, UL Approved.	NOW		2,450.00	
N64M64H	34140	Housing Unit ONLY , metal non-illuminated display with fan. Unit securely houses a Nintendo 64 system, two controllers, game pak and a 13" or 20" TV all of which are store provided. 110V, UL Approved.	NOW		200.00	
N64M64HA	34159	Housing Unit Interactive Display , metal non-illuminated display with fan. Unit includes a Nintendo 64 system, two controllers, game pak and a 13" color TV. 110V, UL Approved.	NOW		500.00	
N64M64P	34139	Pole Interactive Display , interactive "hands on" pole display with 20" TV, Nintendo 64 system, game pak and one controller. 110V, UL Approved.	**		1,250.00	
N64M64LE	42960	Lowrise or endcap Interactive	**		1,150.00	
N64M03CS	40162	Character Set , Mario, DK and Pikachu.	NOW		50.00	
N64M04HT	42914	Vac-Form Sign , Hot N Hits	AUG		75.00	
N64MNSD1	40065	Neon Nintendo 64 Logo Sign , 110V, UL Approved.	NOW		175.00	
N64M65KR	40163	3' Backlit Nintendo 64 Logo Sign , 110V, UL Approved.	NOW		150.00	

TOTAL FROM MERCHANDISING RMP ACCRUAL :

**** Available 6-8 weeks from receipt of order.**

All display orders are filled on a **first-come first-served** basis for shipment after approval.

The undersigned company agrees to pay any shortfall between the amount of Merchandising RMP Accrual generated under Nintendo's

fiscal year 2001, (4.1.00/3.31.01), Retail Marketing Program (RMP) and the total purchase price of merchandising materials delivered in 2000/2001. (Payment Terms: Net 30 Days)

Buyer's Signature:

Order taken by:

Title:

Phone:

Date:

Comments:

(NOA use only) Approved by:

5/00 NOA-1

NINTENDO.64

2000 RETAIL DISPLAY ORDER FORM



Bill to:

Order Date:

Cust. P.O.#:

Required Arrival Date:

Ship to:

Ship Via:

Special Instructions:

Freight: FOB Destination (pre-paid).

Model #	Part #	Description	Available	Qty. Ordered	RMP Unit Price	RMP Total Cost
N64M04BB	42465	Banner, Banjo-Tooie	JULY		N/C	
N64M04BT	42470	Poster, Banjo-Tooie	JULY		N/C	
N64M04BF	42600	Banner, Conker's Bad Fur Day	FALL		N/C	
N64M04FP	42112	Poster, Conker's Bad Fur Day	FALL		N/C	
N64M04KB	42933	Banner, Kirby 64	JUNE		N/C	
N64M04KP	42934	Poster, Kirby 64	JUNE		N/C	
N64M03SP	41056	Banner, Starcraft	JUNE		N/C	
N64M03BS	41066	Poster, Starcraft	JUNE		N/C	
N64M65SR	40143	Shelf Talker, Nintendo 64, set of four	NOW		N/C	
N64M65NS	42959	Shelf Talker, Nintendo 64, 24x3/4", set of four	NOW		N/C	
TOTAL FROM MERCHANDISING RMP ACCRUAL :						

All display orders are filled on a **first-come first-served** basis for shipment after approval.

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fiscal year 2001, (4.1.00/3.31.01), Retail Marketing Program (RMP) and the total purchase price of merchandising materials delivered in 2000/2001. (Payment Terms: Net 30 Days)

Buyer's Signature:

Order taken by:

Title:

Phone:

Date:

Comments:

(NOA use only) Approved by:

5/00 NOA-2

GAME BOY COLOR

2000 RETAIL DISPLAY ORDER FORM



Bill to:

Order Date:

Cust. P.O.#:

Required Arrival Date:

Ship to:

Ship Via:

Special Instructions:

Freight: FOB Destination (pre-paid).

Model #	Part #	Description	Available	Qty. Ordered	RMP Unit Price	RMP Total Cost
NESM98CS	40203	Shelf Talker, Game Boy Color, set of four	**		N/C	
NESM98CB	42958	Shelf Talker, Game Boy Color, 24x3/4", set of four	**		N/C	
NESM04GB	42937	Banner, Pokémon Gold & Silver	FALL		N/C	
NESM98GP	42938	Poster, Pokémon Gold & Silver	FALL		N/C	
NESM98PR	42950	Banner, Perfect Dark	SEPT		N/C	
NESM98PD	42951	Poster, Perfect Dark	SEPT		N/C	
NESM98DB	42952	Banner, Donkey Kong Country	AUG		N/C	
NESM98DK	42953	Poster, Donkey Kong Country	AUG		N/C	
NESM98CN	35978	Neon Sign, Game Boy Color	AUG		175.00	
NESM98GY	38878	Tether Interactive, Game Boy Color	NOW		175.00	
NESM40P	40153	Pikachu Dimensional Statue, 3-D, 4' high figure	NOW		350.00	
NESM98HH	42915	Vac-Form Sign, Game Boy Color Hot Hits	AUG		75.00	
NESM98GD	39096	Game Boy Color Interactive, 110V, UL Approved.	**		300.00	
NESM98CG	42954	Game Boy Color Lowrise Interactive	**		450.00	
NESMBS01	40064	Backlit Sign, N64 and Game Boy Color, 110 Volts, UL Approved.	NOW		150.00	
NESMB01	40186	3' Backlit Sign, Game Boy Color, 110V, UL Approved.	NOW		150.00	
TOTAL FROM MERCHANDISING RMP ACCRUAL :						

**** Available 6-8 weeks from receipt of order.**

All display orders are filled on a **first-come first-served** basis for shipment after approval.

The undersigned company agrees to pay any shortfall between the amount of Merchandising RMP Accrual generated under Nintendo's

fiscal year 2001, (4.1.00/3.31.01), Retail Marketing Program (RMP) and the total purchase price of merchandising materials delivered in 2000/2001. (Payment Terms: Net 30 Days)

Buyer's Signature:

Order taken by:

Title:

Phone:

Date:

Comments:

(NOA use only) Approved by:

5/00 NOA-4

NINTENDO
2000 RETAIL DISPLAY ORDER FORM



→→

Bill to:

Order Date:

Cust. P.O.#:

Required Arrival Date:

Ship to:

Ship Via:

Special Instructions:

Freight: FOB Destination (pre-paid).

Model #	Part #	Description	Available	Qty. Ordered	RMP Unit Price	RMP Total Cost
NESM35NR	42957	Shelf Talker, Nintendo Racetrack, 24x3/4", set of four	NOW		N/C	
NESM35NS	37823	Shelf Talker, Nintendo Racetrack, set of four	NOW		N/C	
NESM40M	28451	Mario Dimensional Statue, 3-D, 4' high figure	NOW		350.00	
NESM80AL	29203	Clamshell Security Box, for SNES and N64	NOW		2.00	
NESM90AL	29209	Clamshell Security Box, for Game Boy	NOW		2.00	
NESM10AL	29207	Key, for Clamshell Security Boxes	NOW		30.00	
NESM77PC	40150	Power Preview Counter Display, 110 Volts, UL Approved.	**		1,500.00	
NESM77PB	40341	Base Pedestal Display for Power Preview	**		350.00	
VHS TAPE	N/A	Latest GamePlay Promotional Videos on VHS	NOW		N/C	
NESM75DV	42955	10" Video CD Combo Unit, available in a variety of colors, can utilize the Power Preview disc. 110V, UL Approved.	**		950.00	
NESM74SW	37828	Stackable Video Tower, uses colorful 27" monitors (available in red, yellow or blue). With IMAGEMAG processor, no onsite programming is ever needed. 110V, UL Approved.	**		4,500.00	
NESM38JD	36017	Wire Rack, metal, with permanent Nintendo markings. Holds all product lines or clamshells. Sold in sets of two.	**		50.00	
NESM30TC	37798	Adjustable Game Pak Pusher Tray, Clear, sold in sets of 24.	NOW		72.00	
NESM31PC	37800	Pegged Adjustable GPK Pusher Tray, Clear, sold in sets of 24.	NOW		72.00	
NESM18RI	41566	Secure 2' Case with Interactive, Nintendo 64	NOW		1,750.00	
NESM18R2	41565	Secure 2' Case, Nintendo 64	NOW		1,150.00	
NESM18R4	41564	Secure 4' Case, Nintendo 64 and Game Boy Color	NOW		1,500.00	
NESM18R3	36233	Secure 2' Case, Game Boy Color	**		1,150.00	
NESM18TM	42956	Triangle Floor Merchandiser	**		275.00	
NESM18DP	42467	Secure 4' Case, Nintendo 64 Power Preview Case	**		1950.00	

TOTAL FROM MERCHANDISING RMP ACCRUAL :

**** Available 6-8 weeks from receipt of order.**

All display orders are filled on a **first-come first-served** basis for shipment after approval.

The undersigned company agrees to pay any shortfall between the amount of Merchandising RMP Accrual generated under Nintendo's

fiscal year 2001, (4.1.00/3.31.01), Retail Marketing Program (RMP) and the total purchase price of merchandising materials delivered in 2000/2001. (Payment Terms: Net 30 Days)

Buyer's Signature:

Order taken by:

Title:

Phone:

Date:

Comments:

(NOA use only) Approved by:

5/00 NOA-3



Nintendo®



WARRANTY AND SERVICE INFORMATION



Nintendo®

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone or with the troubleshooting information available on-line, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.

**DEALER RETURNS
POLICY AND PROCEDURES**

EFFECTIVE JUNE 1, 2000



Nintendo

DEALER RETURNS POLICY

I. PRODUCTS THAT QUALIFY FOR RETURN TO NINTENDO®

Any Nintendo hardware product such as Super Nintendo Entertainment System®, Game Boy Pocket®, Nintendo 64® Hardware Set, Game Boy Color®, or other serialized product according to the following schedule:

A. DEALERS REGISTERING SERIAL NUMBERS ELECTRONICALLY

To qualify for full credit on serialized product, the Dealer must electronically submit to SiRAS.com on a daily basis, all serial numbers collected at the point of sale, and:

1. Comply with data requirements as outlined by SiRAS.com (425-457-3300 or www.SiRAS.com).
2. Return serialized product to Nintendo within 150 days of the consumer purchase date.
3. Return all major and minor components (if applicable) as shown on the "Product Returns Checklist" or as listed on packaging.

Note: For each missing minor component, a 10% deduction will be made from 1) the gross invoice price paid by the Dealer for the product, less all allowances; or 2) Nintendo's net product pricing at the time of the return.

4. Include complete, correct original printed packaging with Styrofoam/recyclable tray insert with product. Credit will be denied for all products that are not in the original packaging or that are missing the UPC.

Full credit is based on the lower of: 1) the gross invoice price paid by the Dealer for the product, less all allowances or 2) Nintendo's net product pricing at the time of the return.

Nintendo reserves the right to deny or limit credit to Dealer for serial numbers electronically transmitted if Nintendo reasonably believes that the data has been tampered with, modified, duplicated, is in excess of hardware shipped or other unusual circumstances have occurred. Nintendo will not return any product for which credit is refused. In addition, Dealer may lose product return privileges.

B. DEALERS NOT REGISTERING SERIAL NUMBERS ELECTRONICALLY

Dealers who do not submit serial numbers to Nintendo electronically will receive a maximum credit of 30% for defective serialized product returns, less all allowances. Nintendo reserves the right to limit any returns to 3% maximum.

1. All major and minor components associated with the serialized product must be returned as shown on the "Product Returns Checklist" or as listed on packaging.

Note: For each missing minor component, a 10% deduction will be made from 1) the gross invoice price paid by the Dealer for the product, less all allowances; or 2) Nintendo's net product pricing at the time of the return.

2. Product must include complete, correct original printed packaging with Styrofoam/recyclable tray insert. Credit will be denied for all products that are not in the complete original packaging or are missing the UPC.

Credit is based on the lower of: 1) the gross invoice price paid by the Dealer for the product, less all allowances, or 2) Nintendo's net product pricing at the time of the return.

II. PRODUCTS THAT DO NOT QUALIFY FOR RETURN TO NINTENDO

- a. Products that do not include complete, original printed packaging with Styrofoam/recyclable tray insert.
- b. Software and accessories.
- c. Products missing the UPC or major components (i.e., Control Deck, Game Boy unit, etc.) as shown on the "Product Returns Checklist" or as listed on packaging.
- d. Product that has been physically damaged by negligence, accident or unreasonable use.
- e. Products sold by Nintendo licensees. Any licensed product must be returned to the appropriate licensee company.
- f. Non-licensed products.
- g. Products that have been discontinued for two years or more.
- h. Serialized products that are not registered with Nintendo, or registered products returned beyond 150 days from original consumer purchase date, or products with tampered serial numbers (applies to dealers registering electronically only).

III. DEALER RETURNS PROCEDURE

Nintendo offers its Dealers two product returns processing options:

A. DIRECT STORE RETURNS TO NINTENDO

Individual stores or returns centers may return product directly to Nintendo according to the instructions below:

1. How to request a Return Authorization
Submit written requests by mail or fax. Include the Nintendo Item Number(s), total quantity of each and Dealer's debit memo/charge-back reference number. Dealers registering serial numbers electronically can verify if product qualifies for credit by calling the SiRAS.com warranty verification hotline 800-255-3788, available 24 hours, and entering the serial number. To avoid unnecessary shipping costs, this process should be completed prior to shipping product to Nintendo.

Mailing Address: Nintendo of America
Attn: Sales Administration
4820 150th Ave NE
Redmond, WA 98052

Fax Number: 425-882-3585

2. Return Authorization processing
Upon receipt of Dealer's written request, Nintendo will issue (by mail or fax) a Return Authorization (RA) number, packing list and shipping labels.

All products authorized for return must have the Return Authorization number marked on the outside of all cartons. All returned products must be shipped freight pre-paid. No COD shipments or unauthorized returns will be accepted.

B. ELECTRONIC RETURNS PROCESSING AND AUTHORIZATION (CENTRAL RETURNS LOCATIONS ONLY)

CRC-SiRAS is designed to help Dealers determine which hardware systems qualify for credit prior to returning the product to Nintendo and to request/receive RA approval electronically. It is accessed by using any existing Internet provider. The responses, received while scanning the UPC and serial number barcodes, are returned in real time via the Internet. Summary and Detail reports are available online which enable Dealers to view reports for each Return Authorization.

Note: This program is only available for Dealers who register serial numbers electronically with Nintendo.

1. Equipment Requirements:

As outlined by SiRAS.com at 425-497-3300 or www.SiRAS.com.

Note: Nintendo/SiRAS.com reserves the right to make changes to the specifications and equipment requirements.

2. Products That Qualify For Return:

The Dealer will be provided with a Return Authorization number within two (2) business days of when a RA is submitted via CRC-SiRAS.com. The Dealer should note the RA number on the outside of the boxed product returns. Reports available via CRC-SiRAS.com will list, in detail, product that qualifies for credit.

3. Products That Do Not Qualify For Return:

Reports available via CRC-SiRAS.com will list, in detail, product that does not qualify for credit, the reason it does not qualify for credit and total quantities declined for credit.

Upon request, Nintendo will assist the Dealer with arranging product repair services that may be available through a local Nintendo Authorized Repair CenterSM. Such business arrangements will be the sole responsibility of the Dealer and the authorized servicer.

Nintendo will not return to dealer any product sent for processing as outlined in Section II. For additional information on either of these options, contact the Product Support Team in the Nintendo Field Service Department Monday thru Friday 6am - 4pm Pacific Time at 1-800-447-8373.

C. NINTENDO RETURNS INSPECTION AND DEALER PAYMENT PROCEDURES

Upon receipt of Dealer's return, Nintendo will physically audit each item using the approved Return Authorization. All credits are subject to final inspection of product upon arrival at Nintendo. Nintendo's terms and conditions of sale does not allow deduction from invoice for returns or any other reason.

These policies and procedures are an integral part of Nintendo's terms and conditions of sale. By placing orders with Nintendo, the Dealer agrees to Nintendo's terms and conditions of sale.

Nintendo reserves the right to revise this Policy at any time.



Product Returns Checklist

SOFTWARE AND ACCESSORIES ARE NOT RETURNABLE, UNLESS ORIGINALLY INCLUDED IN A
HARDWARE PACKAGE

NINTENDO RETURNS AND WARRANTY REPAIR POLICY FOR SERIALIZED PRODUCT

To determine hardware return eligibility, store associates should call SiRAS™ Warranty Verification at 1-800-255-3788. Enter the serial number found on the bottom or back of the hardware unit.

This is a guide to help determine possible credit from Nintendo.
Please use your store's return policy to determine if a customer's return is valid.

Age From Registration or Customer Purchase Date to Date Returned to Store	Return to Nintendo?	Warranty Repair Through Nintendo?
Less than 90 Days	Yes	Yes
90 Days to 1 Year	No	Yes
Over 1 Year or Not Registered	No	No, but customer may contact Nintendo to set up a non-warranty repair.

Note: Hardware serial number must be scanned and registered at the time of the original sale.
Hardware must be returned to Nintendo within 150 days of the customer purchase date.

For Serial Number Verification
Call 1-800-255-3788 (SiRAS™ Warranty Verification)

Call 1-800-875-1852 (ext. 1)
(Nintendo Retailer Assistance Hotline) for:
General Information
Product Checklists
Phone Stickers
Brochures

Nintendo®

Serialized Product

For full credit, all items must be returned in the original printed packaging, including the protective packaging insert and UPC.

Be sure to check the printed packaging for the complete list of items sold with the hardware. Be sure that the unit's color is the same as the color on the packaging.



Nintendo® 64

Major Components	Minor Components	Other Components
(No Credits if Missing)	(10% Deduction for Each Missing Item)	(No Deduction)
Control Deck*	Controllers*	Operation Manual
Original Box	AC Power Supply	Precautions Manual
Protective Packaging Insert	Stereo A/V Cable	Poster
	Game Pak (If listed on package)	
	Other Accessories (If listed on package)	

*Be sure that the unit's color is the same as the color on the packaging.

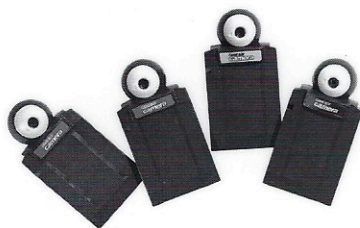
Game Boy® Pocket Game Boy® Color



Major Components	Minor Components	Other Components
(No Credits if Missing)	(10% Deduction for Each Missing Item)	(No Deduction)
Game Boy System*	Game Pak (If listed on package)	Operations Manual
Original Box	Other Accessories (If listed on package)	Precautions Manual
Protective Packaging Insert		Batteries

*Be sure that the unit's color is the same as the color on the packaging.

Game Boy® Camera



Major Components	Minor Components	Other Components
(No Credits if Missing)	(10% Deduction for Each Missing Item)	(No Deduction)
Game Boy Camera*	N/A	Operations Manual
Original Box		Precautions Manual
Protective Packaging Insert		

*Be sure that the unit's color is the same as the color on the packaging.

Game Boy® Printer



Major Components	Minor Components	Other Components
(No Credits if Missing)	(10% Deduction for Each Missing Item)	(No Deduction)
Game Boy Printer	Game Link® Cable	Operations Manual
Original Box		Precautions Manual
Protective Packaging Insert		Batteries
		Printer Paper

Super NES®



Major Components	Minor Components	Other Components
(No Credits if Missing)	(10% Deduction for Each Missing Item)	(No Deduction)
Control Deck	Controllers	Operations Manual
Original Box	AC Power Supply	Precautions Manual
Protective Packaging Insert	Stereo A/V Cable	Poster
	Game Pak (If listed on package)	

NINTENDO AUTHORIZED REPAIR CENTERSSM

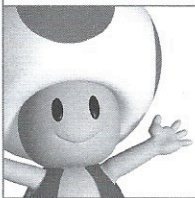
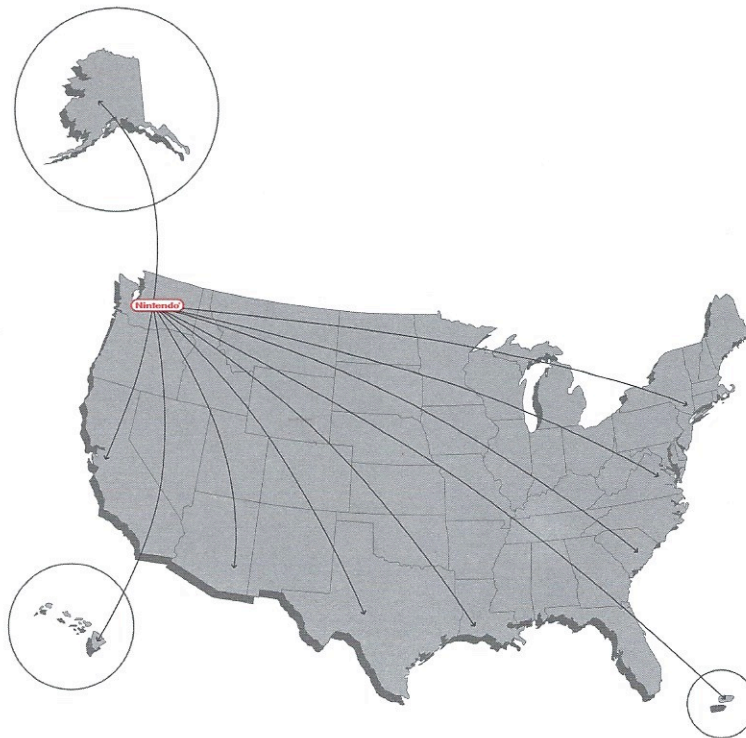


Nintendo®

DOES YOUR NINTENDO SYSTEM NEED REPAIR?

→ The Nintendo Power SwapSM Program provides customers with a permanent replacement unit for their malfunctioning N64[®] Control Deck, Super NES[®] Control Deck, Game Boy[®] or Game Boy[®] Color...immediately.

→ To obtain service at a Nintendo Authorized Repair Center, call the Nintendo Consumer Assistance Hotline at 1-800-255-3700. A representative is available Monday through Saturday, 6:00 a.m. - 9:00 p.m. and Sunday 6:00 a.m. - 7:00 p.m. Pacific Time.



CALL 1-800-255-3700

for a Nintendo Authorized Repair Center Near You

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NINTENDO
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